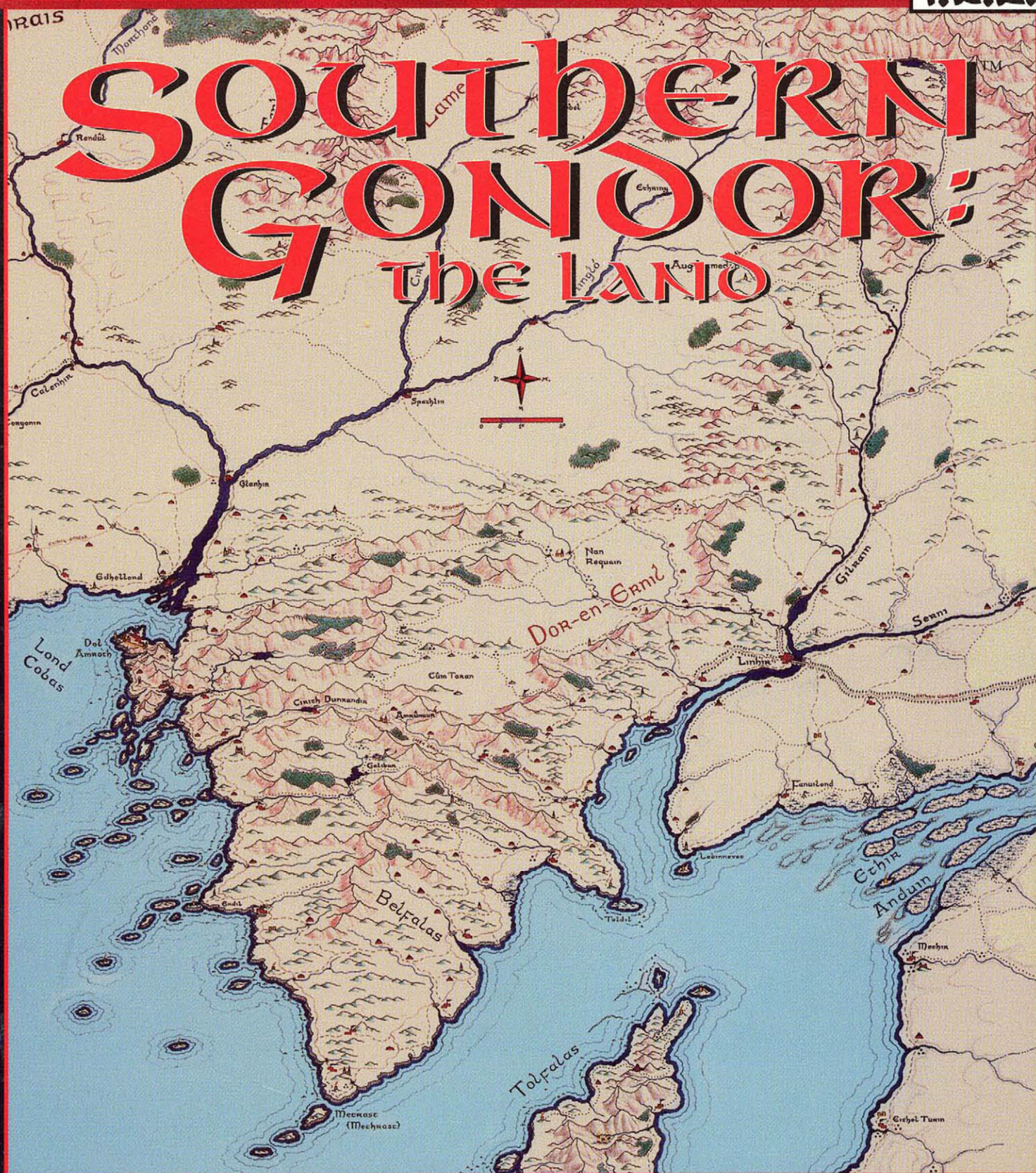




Lands



Based on J.R.R. Tolkien's THE LORD OF THE RINGS™



SOUTHERNTM GONDOR: THE LAND

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This module is dedicated to all of the many individuals who, in the eleventh hour, helped make its completion possible.
You know who you are!

Special Thanks: Anila Blixt, Kerstin Eliasson, Jan Engan, Curran Engel, Michael Geller, Jeff Hatch, Carl F. Hostetter, Tim Innes, Björn Landström, Sharon O'Sullivan, Gordon Palmer, Nadine Salim, Sonia Seeman, Patrick Wynne, and the merry members of the Forodrim (the Stockholm Tolkien Society).

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Produced and distributed by IRON CROWN ENTERPRISES, Inc.,
P.O. Box 1605, Charlottesville, VA 22902.

First U.S. Edition 1996
Printed in Canada

Stock #2021

ISBN I-55806-256-4

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I.0 INTRODUCTION

"'Give me leave, Master Elrond,' said he, 'first to say more of Gondor; for verily from the land of Gondor I am come. And it would be well for all to know what passes there. For few, I deem, know of our deeds, and therefore guess little of their peril, if we should fail at last.

'Believe not that in the land of Gondor the blood of Númenor is spent, nor all its pride and dignity forgotten. By our valour the wild folk of the East are still restrained, and the terror of Morgul kept at bay; and thus alone are peace and freedom maintained in the lands behind us, bulwark of the West...'"

—*The Fellowship of the Ring*, p. 322

As gently cupped hands might shelter the prized *wilwarin*, so the lands of southern Gondor comprise a chalice preserving peace, freedom, and justice for her inhabitants. The bones of the realm are strong, girded by mighty havens and impregnable citadels, peopled by the High Men of the West and the native recipients of their legacy. That strength is drawn upon by each generation, for the heritage of the Faithful is challenged by Shadow and by lesser enemies throughout the Third Age. Wainriders in the East, Haruze to the South, Corsairs of Umbar on the sea, and the Dark Lord in Mordor test the walls of each bastion, each rampart-guarded city, and require continual vigilance by the Free Peoples of the Stone-land. From westernmost Andrast to easterly Harithilien, the provinces of southern Gondor proffer peril and adventure to all who would defend the "bulwark of the West."

Dare you seek the ancient lost Karma of Aldarion? Have you the courage to unearth the secrets of Fuinur's Well? Can you sustain hope enough amidst the shadows of the War of the Ring to march in Elessar's van against Sauron of Mordor? Enter the lands of the Faithful and test the strength of your heart!

ADVENTURE GAMING

*Southern Gondor: The Land*TM is the first title in ICE's *Lands of Middle-earth*[®] adventure game series. Each work in this collection documents the cities, towns, fortresses, thoroughfares, and topography of a specific geopolitical region found in Tolkien's Middle-earth. Other volumes include *Northern Gondor: The Land*, *Mordor: The Land*, *Lincoln: The Land*, etc. Each is a comprehensive compendium describing the lay of hill and dale and the infrastructure of the communities dwelling within the terrain. ICE's more compact *Realms of Middle-earth*[®] describe both the physical resources and the peoples utilizing them, while our *Land* and *People* books treat these subjects separately and in more depth. In both we provide summaries and charts describing the material in the context of fantasy gaming. These works are, after all, adventure game supplements.

As you may already know, adventure games include fantasy role playing and simpler story telling games. These games are akin to plays or interactive novels. The referee, or gamemaster, serves as a sort of actor/director, while the players portray the main characters. Everyone combines their imaginative talents to conceive a spontaneous story

which is never short of action, intrigue, and adventure. Over the years, gamemasters have chosen Endor, Middle-earth, as a setting for adventure games. No fantasy world exceeds Tolkien's creation in terms of depth, flavor, and consistency—or as an adventure gaming locale.

Southern Gondor: The Land serves as a helpful tool for gamemasters and players seeking knowledge about the geography, settlements, and adventure locales to be found in Gondor south of the White Mountains. It is an ideal reference work for anyone using any major fantasy role playing game guidelines, in particular ICE's *Middle-earth*[®] series. Those wishing to explore Endor in the context of an adventure game will find this work invaluable.

USING THIS WORK

Southern Gondor: The Land begins with an overview (Section 2.0) and a summary of the realm's geography (Section 3.0) and the plant and animal life the terrain sustains (Section 4.0). Following this introductory material, an exhaustive gazetteer presents all of the place names appearing on the maps accompanying this book (Section 5.0). All major urban settlements and fortifications are given more detailed coverage in two subsequent sections (6.0 and 7.0). After this richly-detailed panorama of the lands comprising southern Gondor, the focus of the book shifts to possibilities for adventure. Two mini-campaigns (series of interconnected scenarios) set in different time periods are offered. The first (Section 8.0) is set in T.A. 1450, and is designed especially for gamemasters seeking to establish links between southern Gondor and ICE's *Kin-strife* sourcebook. The second set of adventures (Section 8.0) takes place in T.A. 1944, during the tumultuous events of the Second Wainrider War. The book concludes with an array of tables which provides statistics for use with ICE's *Middle-earth Role Playing*, *Rolemaster*, and *Lord of the Rings Adventure Game* rules.

THE SOURCES

This is an authorized secondary work. It is specifically based on *The Hobbit* and *The Lord of the Rings*, and it has been developed so that no conflict exists with any of the other primary publications. Of course, always remember that the ultimate sources of information are the works of J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth.

Southern Gondor: The Land is based on extensive research. We uphold the high standards associated with the legacy of J.R.R. Tolkien. By blending material from primary and secondary sources with rational linguistic, cultural, and geological data, we insure that any interpretive material fits into Tolkien's defined patterns and schemes. Keep in mind, however, that this is by no means the "sole official view."

Since we derive the material in *Southern Gondor: The Land* from authorized sources, we provide citations to pertinent sections in *The Hobbit* and *The Lord of the Rings* and other major works by J.R.R. Tolkien. Where we have extrapolated information, we either omit citations or we refer to publications in ICE's *Middle-earth* adventure game series.

2.0 OVERVIEW

*"Silver flow the streams from Celos to Erui
In the green fields of Lebennin!
Tall grows the grass there. In the wind from the Sea
The white lilies sway,
And the golden bells are shaken of mallos and alfirin
In the green fields of Lebennin,
In the wind from the Sea!"*

—*The Return of the King*, p. 151

Lebennin, the verdant "Land of Five Rivers," lies at the heart of southern Gondor. For centuries—indeed millennia—its life-giving soil has provided livelihood for the Dúnedain, the High Men of the West. Their forefathers sailed to the shores of Middle-earth in search of a dwelling place where they might find respite from the moral and spiritual corruption overtaking their island home, Númenor. As the shadow of decline engulfed their beloved Westernesse, more and more of the Dúnedain sought Lebennin and its great haven, Pelargir, where those still loyal to the old ideals gathered. In time, Lebennin proved too small to support their growing numbers, and fledgling colonies sprang up, until the Faithful (as the colonists called themselves) had settled nearly all the northern shores of Belfalas Bay.

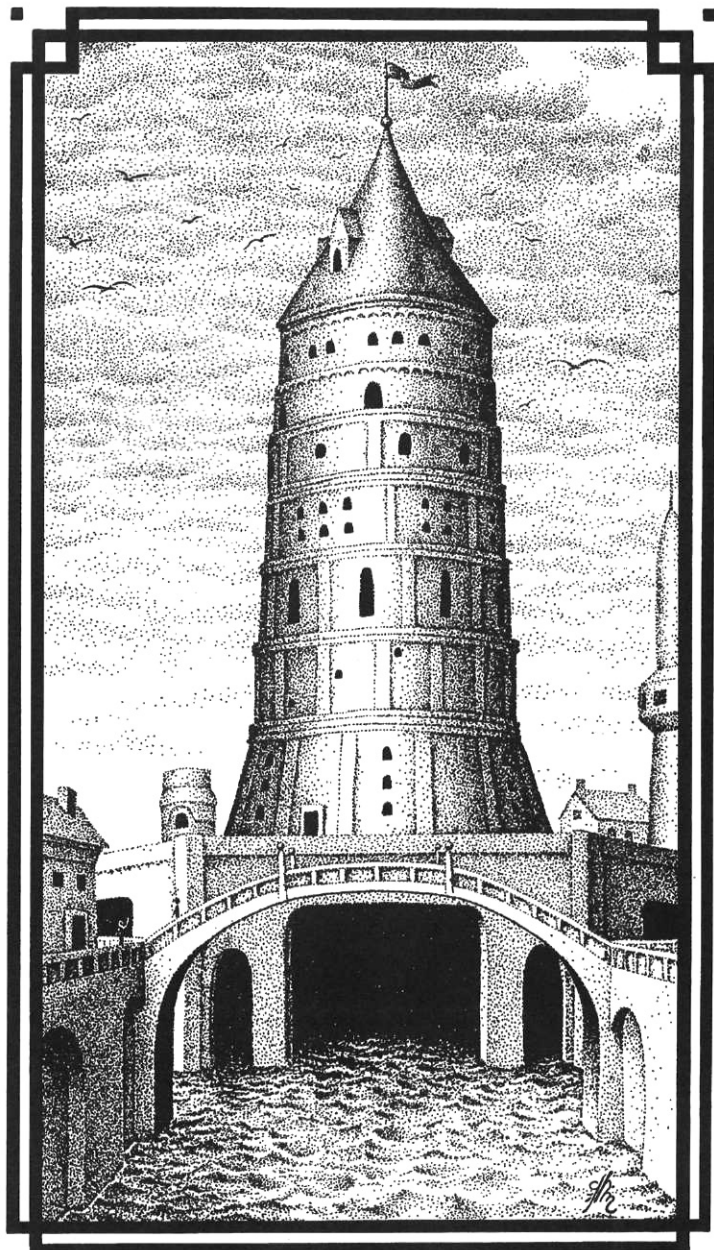
Next to their worship of Eru Ilúvatar—the one true God—and their veneration of the Valar who govern the world in accordance with his divine will, the Faithful of Númenor most greatly valued friendship with the immortal Elves and the display of benevolence towards the lesser Men of Middle-earth. The Gondorian lands were well-suited to realize these ideals; for the Dúnedain shared their coastal waters with the seafaring Grey-elves of Edhellond, the fabled haven of the white swan-ships, and of Tirith Aear, the majestic Sea-ward Tower upon the heights of Amroth's hill above the cliffs of Belfalas. Likewise, the Faithful found steadfast friends in the indigenous Daen-folk of the lowlands, who came to dwell alongside their Númenórean benefactors and eventually even mingled their bloodlines with the tall Men of the West. Others, however, were less amicable to the Dúnedain; and in the highland vales of the White Mountains the Daen Coentis alliance, spurred on by the Dark Lord Sauron, made war upon the lowlands from their impregnable mountain fastness of Lush Gobha, which later became known as the Paths of the Dead.

Númenor fell, its king and the greater part of its people deceived by the lies of Sauron into assailing the Undying Lands of the Valar in hopes of wresting from it the gift of eternal life; but the Faithful of Gondor lived on, their numbers strengthened by the miraculous arrival of their Númenórean compatriots, Isildur and Anarion, who became their kings in the name of their father Elendil. As

High King of the Dúnedain in Middle-earth, Elendil bestowed the rocky peninsula of Belfalas to Edhelion, former Captain of the Faithful in Pelargir at that time, naming him "prince." Desiring to dwell near to his Elven allies in Edhellond, Prince Edhelion raised a citadel upon the very summit of Dol Amroth and established a haven at its foot to rival Pelargir. Together with the Tirith Aear, Dol Amroth became the strongest fortification of the Faithful in all of Gondor—if not all of Middle-earth.

Southern Gondor is a home to many peoples, as its magnificent towers, sprawling havens, regal castles, and well-ordered towns attest. Yet the land does not lack for natural grandeur, adorned as it is with snow-capped mountain peaks, open plains, ancient woods, and mighty rivers. It is at once the most civilized and the most adventure-laden realm of Men in Middle-earth.

*The Sea-lord's
Tower*





3.0 THE LAND

The lands that comprise southern Gondor share a common geography, in that they are all bounded by mountain ranges to the north and east, and by the Bay of Belfalas to the south and west. Between the mountains and the sea stretch verdant river valleys, whose fertile soils sustain the life of the region's inhabitants. The volcanic isle of Tolfalas completes the tale of southern Gondor's boundaries, forming the original southernmost point of the realm.

This section provides a brief overview of the geology, topography, and climate of each of the major geographical domains of southern Gondor, how they relate to one another, and what ramifications they have had for the history of the realm. For further details about the lay of the land in a particular region, consult the appropriate entry in the gazetteer (Section 5.0).

3.1 GEOLOGY

The very name "Gondor" means "Stoneland," and the geology of the region is an important factor not only in the determination of its landforms, but also in accounting for the mode of life and settlement patterns of the peoples that dwell there. Likewise, the mineral wealth of the realm plays a role in political and economic conflict, influencing how much effort its rulers are likely to invest in the affairs of a particular region. The composition of the two great mountain ranges of the realm—the sedimentary Ered Nimrais and the volcanic Ephel Dúath—governs the rock types that predominate throughout southern Gondor.

3.1.1 THE WHITE MOUNTAINS

The White Mountains are composed primarily of sedimentary and metamorphic rocks, subject to subterranean erosion and the evolution of numerous cave systems. Many of these caverns possess beautiful limestone formations, and are often extensive enough to provide refuge for people in times of war. This capacity was first evidenced by the emergence of the highland Daen Coentis alliance in the early centuries of the Second Age, especially in their delving of Lugh Gobha under the tutelage of Sauron.

Large quantities of marble at the eastern end of the White Mountains provide the folk of northern Gondor with excellent building material for the cities of Minas Anor and Osgiliath. West of the Mornan, near the highest peaks of the range, the hills of the Pinnath Gelin possess some significant intrusions of volcanic origin, but the majority of southern Gondor's inhabitants make use of the limestone and granite of the main mountain range for their buildings, using the many waterways of the realm to transport such materials to the coastlands.

The mineral wealth of the White Mountains is substantial, and has been exploited by the Daen Coentis and the Dúnedain for thousands of years. Iron and copper are plentiful in the mountains above Lamedon, while silver is found primarily in the neighboring Mornan. The outlying arms of the main range are likewise endowed with valuable metals. Zinc and nickel have been found in the Ered Torthonion, while the Tarlang branch contains a significant amount of tin. Occasional gold deposits have been discovered from time to time in the mountains of Andrast, but its veins have never been sustained for any great period of time.

The presence of such precious metals has played an important role in the political map of southern Gondor. In T.A. 831, King Tarannon Falastur was pressured into ceding control over the silver-rich Mornan to the princely line of Edhelion, as a consolation for Eärnil's claim to the royal succession. In this way, the Prince of Belfalas was able (albeit indirectly through his son) to maintain a source of silver for the minting of coins independent of royal control. This familial connection between Mornan and Belfalas helped to preserve the economy of both feudal domains against royal encroachment. Equally, mineral wealth proved to be a significant impetus for the transformation of Lamedon from a militarized zone into a province in T.A. 1226, which allowed King Narmacil I to increase his revenues through the reduction in number of the region's garrisons.

3.1.2 THE EPHEL DÚATH

The Ephel Dúath consist predominantly of igneous rocks, formed by the volcanism of Mordor. Little mineral wealth exists in these dry and barren peaks, though significant deposits of placer gold were discovered along one of the streams issuing from the Ephel Dúath. Despite their relative poverty, however, the volcanic origin of this range has played a critical role in the arability of the soil of the Vale of Harnen, which might otherwise have become part of the Great Desert to the south, instead of the important cultural and economic corridor that it did. This same richness of soil contributed to the agricultural potential of Harithilien and the eastern Vale of Anduin.

3.1.3 THE RIVER VALLEYS

Dark black basalt makes up the bedrock of most of southern Gondor's lands. An exception to this norm are the upland plains of Harondor, whose bedrock is constituted either of sandstone or igneous rock. In some locales, the granitic base shows through, and in the vicinity of the Ered Torthonion, one can find large outcroppings of marble. Predictably, there are some sedimentary layers of shale, limestone, and sandstone in the fertile alluvial valleys. While generally not bearing valuable minerals, the rivers do accumulate salt deposits along the Anfalas, on the banks of the Ethir Anduin, and upon its adjoining coasts; these are an important economic resource in themselves.

3.1.4 TOLFALAS

The island of Tolfalas is the only pure volcanic formation within southern Gondor, having reached a stable geological form only after a series of violent eruptions at the end of the First Age. By the second millennium of the Second Age, however, its newly-ground soil was already supporting vegetation. Although long past the time of its cataclysmic eruptions, Tolfalas remains a relatively "active" area, and minor eruptions are fairly common phenomena every century or so. The changing character of the isle prevented Mannish settlement until a comparatively late period, and settlement has always been marginal. Several hot springs now exist on the island, the waters of which are prized for their reputed medicinal properties.

3.2 TOPOGRAPHY

The boundaries of southern Gondor—both physical and political—are defined by the Ered Nimrais and Ephel Dúath, and by the meeting point of these two mountain ranges at the narrows of the Vale of Anduin. (The Vale of Harnen has also served as an important boundary in the history of the realm, but its status has been determined more by shifting political and military power than by the topography.) There are several interlocking reasons for this exceptional congruence of boundaries (since mountain ranges do not as a rule absolutely hinder the movement of people or the extension of political power), but the most important is ecological in nature: the lands between the mountains and the sea share a similar environment, more or less hospitable to agriculture and intensive settlement, unlike the lands beyond them.

Apart from its primeval shaping, two global cataclysms have exercised an impact on southern Gondor. The first of these cataclysms was the destruction of Beleriand in the War of Wrath at the end of the First Age, which caused many severe earthquakes to wrack the lands of Middle-earth. The Cirith Nimrais and the isle of Tolfalas were both products of such earthquakes. In addition, the sinking of Beleriand caused the sea level to rise, thus deluging much of the ancient coastline. The bay and cape of Umbar were the most dramatic results of this. (In the ancient tongue of the coastal peoples, the very name "Umbar" is taken to mean something approximating "Sunken Valley," evidently attesting to the memory of this event.)

The second cataclysm came with the drowning of Númenor and the bending of the sea in S.A. 3319, which resulted in further violent tremors and widespread destruction of the coastlands south of Ethir Anduin by the Great Wave. This disaster caused the Ethir (then only a small estuary) to deluge the lowlands about it, creating the broad delta known thereafter. The trauma of this changing of the world also led to the last of Tolfalas' great eruptions, which resulted in the raising of the isle's current highest peaks.

3.2.1 THE WHITE MOUNTAINS

The Ered Nimrais (S. "White Horn Mountains") run for more than six hundred miles from east to west, from one end of southern Gondor to the other, dividing its lands from the northern half of the realm. To the west its peaks form the Cape of Andrast, while to the east they halt before the path of the mighty Anduin as it makes its way to the sea. The southern face of the White Mountains is more gradual and less steep than its northern counterpart, making extensive settlement of the mountain vales both possible and desirable. Also, unlike the northern slopes, the southern course of the mountains is interrupted at several points by outlying ranges—the Ered Torthonion, the Tarlang, and the Pinnath Gelin—which divide the lands of southern Gondor into distinct regions.

Passes and gaps pierce both the outliers and the main range, facilitating travel from one end of the realm to the other. The two most important of these are the Cirith Dudhrandir and the Din-Lamedon, which breach the wall of the Ered Torthonion. The ancient Daen Coentis stronghold of Lugh Gobha remains the one true road through the White Mountains themselves, though its subsequent haunting by the Dead prevented its use by the living (much to the disappointment of travelers who would like nothing better than to enjoy a year-round passage connecting northern and southern Gondor at the very center of the mountain barrier).

3.2.2 THE EPHEL DÚATH

The Ephel Dúath (S. "Fences of Shadow") form a right angle with the Ered Nimrais, running from north to south, from Harithilien to Harondor, before turning eastwards towards Near Harad and Khand. The range forms the eastern boundary of southern Gondor, dividing it from the desolation of Mordor and Nurn beyond. In contrast to the benign White Mountains, the Ephel Dúath offer little or no solace to the traveler. No major pass offers a way through their towering peaks that march upon the borders of southern Gondor, and their unrelentingly steep slopes provide little room for settlement. With the exception of the vales of Harnen and Poros, the Ephel Dúath contain few reliable sources of water, making the adjoining plateau of Harondor an arid region indeed. However, northward winds from the Bay of Belfalas cause precipitation on the western face of the range, watering the fields of Harithilien on a regular basis.





3.2.3 THE RIVER VALLEYS

Five major watersheds shape the valleys that make up southern Gondor's habitable zone. From west to east, these river systems are: 1) the Lefnui, 2) the Morthond-Ringló, 3) the Glinduin-Serni, 4) the Anduin, and 5) the Harnen. The first three of these are fed by the snows of the White Mountains, which causes their water level to rise in spring. The same is true of the Anduin and Harnen, though the annual fluctuation of their banks is less determined by their local tributaries in southern Gondor than by their further sources in Rhovanion and the Ered Harmal respectively. Next to the Mouths of Anduin, the Ethir Harnen is the largest estuary of the realm.

Although it is the greatest of all southern Gondor's major rivers, the Anduin lacks an easily navigable firth, and its outflow is obstructed by marsh and sediment, forming a wide, meandering delta unlike any other in Middle-earth. But while this is an annoyance to mariners, it is a boon to the coastal folk, for whom it has created a source of livelihood and an ecology all its own.

3.2.4 TOLFALAS

Tolfalas is the largest island in Belfalas Bay, lying some miles off the coasts of Harondor, Lebennin, and Dor-en-Ennil, opposite the Ethir Anduin. The volcanic topography of Tolfalas is dramatic without exception, though much of its eastern side can provide harborage to the mariner in need. Those few hardy souls inhabiting Tolfalas also value the eastern section of the isle as shelter from ravaging storms. The Great Wave following the Downfall of Númenor struck the southwestern side of the island with full force, shattering its coastline and leaving behind a host of deadly rocks and shoals for the ruin of many a ship.

BAY WINDS CHART

Wind Condition	Normal Roll	Autumn Roll
Dead Calm (0-1 mph)	01	01
Light Wind (2-5 mph)	02-25	02-25
Moderate Wind (5-7 mph)	26-74	26-74
Strong Wind (8-18 mph)	75-89	75-84
Gale (32-54 mph)	90-96	85-92
Storm (55-72 mph)	97-00	93-97
Hurricane (73 + mph)	—	98-00

Calculate the wind speeds in the Bay of Belfalas according to the following table (percentages reckoned according to ID100 roll). Note that 1.15 mph = 1 knot (nautical mile per hour).

CLIMATE CHART

Month	Coastlands	Inland Vales	Mountains
I. Narwain	35-50° Mod. Rain Breezy	25-45° Mod. Snow/Rain Breezy	20-40° Mod. Rain/Snow Breezy
2. Ninui	40-55° Mod. Rain Breezy	30-50° Mod. Rain Breezy	25-45° Mod. Snow/Rain Breezy
3. Gwaeron	45-55° Nor. Rain Windy	30-50° Nor. Rain Windy	25-45° Nor. Rain Windy
4. Gwirith	55-70° Nor. Rain Windy	45-65° Nor. Rain Breezy	40-60° Nor. Rain Windy
5. Lothron	60-75° Nor. Rain Breezy	55-75° Nor. Rain Breezy	50-70° Nor. Rain Breezy
6. Nóruí	65-80° Mod. Rain Breezy	60-80° Mod. Rain Calm	55-75° Mod. Rain Breezy
7. Cerveth	70-85° Mod. Rain Breezy	65-85° Mod. Rain Calm	60-80° Mod. Rain Breezy
8. Úrui	70-85° Mod. Rain Breezy	65-85° Mod. Rain Calm	60-80° Mod. Rain Breezy
9. Ivanneth	60-75° Nor. Rain Windy	55-75° Nor. Rain Breezy	50-70° Nor. Rain Windy
10. Narbeleth	55-70° Rainy Windy	45-65° Rainy Windy	40-60° Rainy Windy
II. Hithui	45-60° Nor. Rain Windy	35-55° Nor. Rain Windy	30-50° Nor. Rain Windy
12. Girithron	40-55° Mod. Rain Breezy	30-50° Mod. Rain Breezy	25-45° Mod Rain/Snow Breezy

Month: For a full calendar concordance, see *SG: The People*, Section 8.3.2.

Temperature: Is expressed in degrees Fahrenheit. Note that most of Middle-earth's peoples do not describe temperature so precisely; they simply say the temperature is cold, cool, warm, or hot. Mountain temperature refers to the habitable regions between 1,000'-3,000' above sea level. To calculate temperature at higher altitudes, subtract 1 ° for every 300' or more above sea level.

Precipitation: Refers to the percentage chance of rain or snow falling on a given day. In the higher altitudes of the Ered Nimrais, snow will usually occur when Moderate Snow/Rain yields a precipitation result.

Moderate Rain: 15% rain; partly cloudy.

Moderate Snow/Rain: 50% snow; 2% sleet; 8% rain; partly cloudy.

Normal Rain: 25% rain; partly cloudy.

Rainy: 40% rain; cloudy.

Wind: Speeds are given in miles per hour. Above the tree line, winds are considerably more forceful. Treat Breezy as Windy, and Windy as High Winds (20-60 + m.p.h., or + 10 on the Bay Winds table).

Calm: 0-9 m.p.h.; or consult Bay Winds chart (-20).

Breezy: 5-20 m.p.h.; or consult Bay Winds table (-5).

Windy: 10-40 m.p.h.; or see Bay Winds table (no adjustment).

4.0 FLORA AND FAUNA

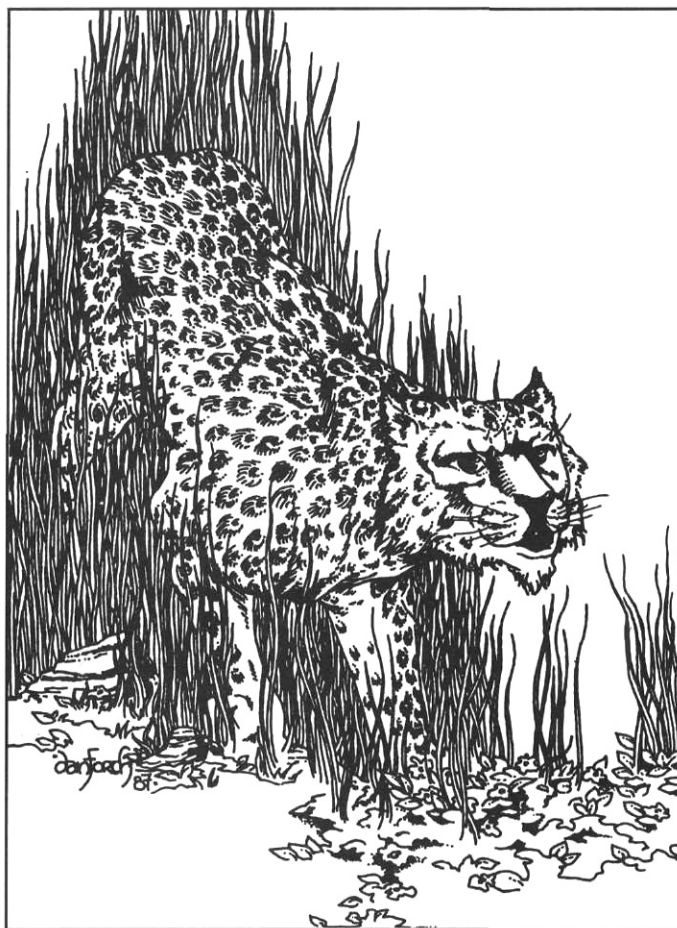
The natural environment of southern Gondor has been profoundly affected by centuries of human settlement. By the end of the Second Age, the Númenórean greed for ship-timber had left vast expanses of deforested territory, with only the names of a few havens in Anfalas—Lond Deryn, Lond Galen, and Lond Feren—to bear witness to the former arboreal majesty of that land. As the inhabitants of the region grew in number, less and less arable land was spared from the plow, though many vales of the Ered Nimrais retained their ancient vegetation unsullied by Man. By the end of the first millennium of the Third Age, the vast majority of southern Gondor's plant life had become agricultural or domestic in character. A similar end awaited the wild animal populations of the land. For further information about the flora and fauna of a particular region in southern Gondor, consult the appropriate gazetteer entry (Section 5.0).

4.1 THE FATE OF FIELD AND FOREST

It was the Númenóreans who first brought the knowledge of agriculture to the Men of Middle-earth. In southern Gondor, the Danan Lin were the beneficiaries of this gift, and with the guidance of the Dúnedain they slowly pushed back the houseless woods of the coastlands, sowing seeds brought from Númenor or harvested from nearby wild fields with the aid of their mentors who, later on, settled those same coastlands and tilled the land side by side with the Danan Lin. The rich soil and favorable climate of the lands between the mountains and the sea lent their blessing to the enterprise, and soon the region of southern Gondor was filled with prosperous farmland.

The Númenórean colonists grew a variety of crops in the Vale of Anduin: cereals, pulses, fibrous and oil-producing plants, fruit trees, vegetables and tubers. They also brought with them from Númenor many herbs of wondrous virtue, such as athelas, planting them wherever they dwelt. As their realm extended south of Ethir Anduin during the Third Age, the men of Gondor encountered new gifts of Yavanna that only grew in the Nan Harnen: sorghum, a grain domesticated by the Haruze, and date palms which filled Southron orchards and groves along the southern coasts of Belfalas.

Yet many native woodlands continued to stand (though diminished in size) amid the cultivated lands. The remnants of the ancient oak, beech, and birch forests were protected from felling, though this was done mainly for the purpose of maintaining hunting preserves for the nobility of the realm. In the Ered Torthonion and the upper Vale of Lefnui, however, the tall mast-pines grew, which the Ship-kings exploited for their growing navies. Fortunately, the kings had enough wisdom to see that new seeds were planted where the old trees had been felled, and in this way they husbanded the resources of their realm for many centuries to come. The Elves of Edhellond viewed the matter differently. For them, the fair trees of Eryn Laegol were beings in their own right. Thus, the only trees harvested for the building of Elven ships were those which Ossë had given them for that sole purpose, such as the *gwingyrm*. The *oiolairë* of Tolfalas was an equally sacred tree to the Dúnedain, and none dared even to touch it without leave of its guardians, the Princes of Belfalas.



*Cathfiar,
a feline hunter*



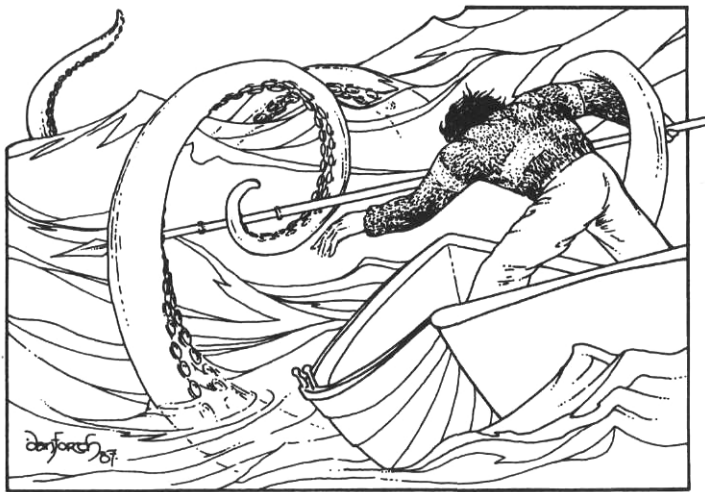
4.2 THE FAUNA OF SOUTHERN GONDOR

The many passes, gaps, and open frontiers into southern Gondor have made the region an avenue for animal migration, and in the less densely settled lands a host of wildlife proliferates, enabling the hunters and trappers of the realm to carry on their time-honored trade. Few animals in southern Gondor are a direct threat to men, though large predators do exist. The populous and civilized coastlands are not without their own domesticated beasts, some of which are native to the land, while others were brought there from elsewhere in Middle-earth. Many animals of the coast, like those in the remaining woodlands, have been marked by the nobility for the pleasure of the hunt. The sea-life of the coastal waters of Belfalas Bay serves as an important source of food for the seaward-dwelling people of the realm.

4.2.1 THE MOUNTAINS

The higher mountain vales of the Ered Nimrais and Ephel Dúath are often the only places where large carnivores can compete successfully with Men for their livelihood. Wolf packs prowl the highlands, preying upon the wild mountain goats that leap from ledge to ledge. Black bears still wander the timberline, though they are hunted near to extinction by the Orodbedhron clans. Lions have been sighted in the Ephel Dúath, but these great cats tend rather to inhabit the upper Harnen gorge, where they can prey upon the flocks of the nomadic tribes, who migrate seasonally into Harondor from the lands of Nurn. In the west, the Ered Torthonion of Belfalas have the distinction of being the favored home of the kirinki, the crimson song-birds of Númenor that the Faithful brought with them to Middle-earth before the Downfall.

*Kraken
of the bay*



4.2.2 THE RIVER VALLEYS

As would be expected, domestic beasts have come to dominate the animal life of the hills, plains and lowland vales of southern Gondor. Several breeds of sheep (many of whose sires came from Númenor) are shepherded in Lamedon and in the Pinnath Gelin of Anfalas. In the farmlands, goats, cattle, and pigs are also kept. Horses are commonplace, though most are not native to southern Gondor, but have been imported either from Rhovanion or Khand. In the more remote western vales of Anfalas and Andrast, herds of elk and caru from the Enedhwaith spend their winters, having migrated through the Cirith Nimrais. Elsewhere in the realm's protected woodlands, deer, boar and pheasant are hunted by the powerful and the well-to-do; those who choose to make Harondor their hunting ground may seek out the gazelle and antelope that enter that arid plateau from the Vale of Harnen.

4.2.3 THE RIVER MOUTHS

The deltas, estuaries, and firths of southern Gondor's rivers are often the only environment where significant numbers of untamed wildlife come into contact with the heartlands of civilized, agrarian life. Swans, sacred to Ulmo and Ossë, glide along the protected waters of the Morthond-Ringló estuary, while sea otters make the outflow of the Glinduin-Serni their home. But it is the swampy delta of the Ethir Anduin that contains the greatest variety of animal life. In addition to its deadly marsh adders and crocodiles (colloquially known as "swamp dragons"), Ethir Anduin is home to the t'malshi, a semi-intelligent species of fishing cat that is friendly to humans.

4.2.4 THE BAY OF BELFALAS

Belfalas Bay is part of the great continental shelf of Endor, and its waters are home to a wealth of marine life. Seals are a common denizen of the bay, as are dolphins, the friends of Uinen. Gulls and other sea-birds proliferate on the cliffs of the rocky coastline, and pearl-bearing mollusks are plentiful in the shallow waters of Methed Lebennin. Occasionally, deep-sea dwellers will find their way into the bay. Whale migrations are an annual event along the western coasts of Anfalas, and scores of sea-turtles lay their eggs in the secluded coves of Tolfalas.

5.0 A GAZETTEER TO SOUTHERN GONDOR

The following section is an alphabetically organized gazetteer for southern Gondor. It lists and translates every place-name that appears on the maps accompanying this module, and provides a description for the site, region, or geographical feature named. Sites detailed elsewhere in this module, or in previous *Middle-earth Role Playing* publications dealing with southern Gondor, are also given a summary description in this section. The purpose of this gazetteer is to provide a quick and convenient reference guide for the gamemaster.

Many of the settlements and topographical features of southern Gondor possess more than one name, and in several instances the names have changed through the course of a given site's history. In such cases, the gazetteer will reference all of the names in their alphabetical order, but will provide the complete description only under the heading which reflects the most common linguistic usage in T.A. 1640.

The actual content of the site description, however, is not confined to the T.A. 1640s; instead, each gazetteer entry provides a complete historical overview (where relevant) for a given locale, from its first habitation to its condition at the beginning of the Fourth Age. This will enable the gamemaster to set his or her campaign in any period of southern Gondor's history.

ADAVALINDA

Quoth Findegil: *"We were told by such rustic loremasters as might be found in the western provinces that Adavalinda meant 'Village by the River' in the Daenaël tongue spoken of old by the Men of Ered Nimrais. This assertion we deem to be true, for in the work of Lamhir the Wise it is recorded that ada meant 'river' in that ancient speech, being also the first element in the name of the river Adorn, north of the White Mountains nigh to the land of the Dunlendings."*

Adavalinda is a village located on the eastern bank of the Lefnui, seventy-five miles upriver from the bridge at Annúliod. The Len Lefnui passes through Adavalinda as it turns overland to the nearest settlement of Annon Wain, some sixty miles to the north-east. Situated opposite the confluence of the Rámanen and the Lefnui, the village serves as a staging point for travelers seeking to cross the White Mountains by the Cirith Iaur, forty miles north-west of the settlement's ferry. Beyond Adavalinda, the Lefnui is navigable only by flat-bottomed boats.

AEGARDH

(S. "Fell Region")

This name is applied to the dry uplands of Harondor, reachable from the coastal and river lowlands that border the region by passage through the hill country of the Echorbel, which is itself actually the crumbled edge of the Aegardh. Covering most of central and eastern Harondor, the uplands consist mainly of flat, grassy steppes cut by numerous canyons and narrow wadis. In the northeast, the steppe breaks up into the Eryn Gonngaran, the foothills

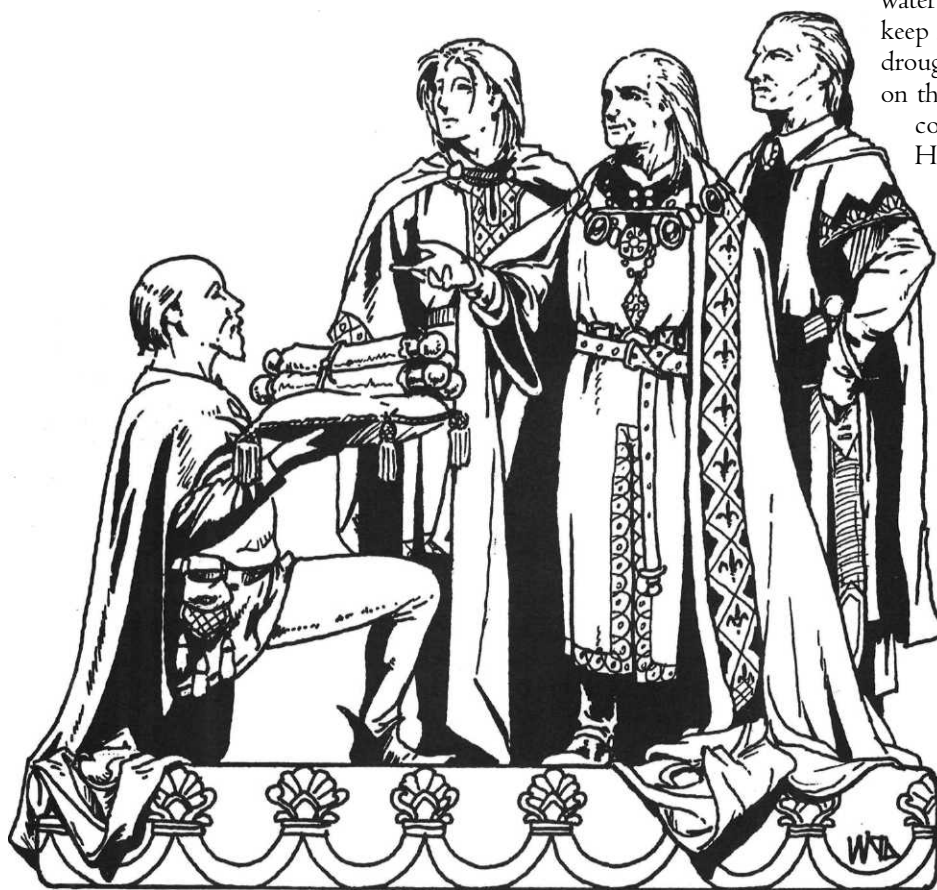


NOTE ON "FINDEGIL'S COMMENTARY"

In the year F.A. 195, a great celebration was held throughout the Reunited Kingdom in honor of the 75th anniversary of King Eldarion's ascension to the throne. On Midyear's Day of that year, the Cartographers' Guild of Minas Tirith presented Eldarion with a set of elegantly rendered maps of Middle-earth, specially drafted for the occasion. The king was greatly pleased with this gift, for the maps were the most comprehensive and detailed yet produced, and contained many hitherto unrecorded provincial place-names with which His Majesty was unfamiliar.

Inspired by the gifts, the King commissioned Findegil, King's Writer, to prepare an etymological commentary on the names found on these maps. This Findegil did, though it took him nearly five years to complete the task, for he found it necessary to travel extensively throughout the kingdom to conduct his research. The completed work was formally titled *Kenta Menesseliön Andunóressen* (Q. "A Commentary on Certain Place-names in the Westlands"), later known colloquially as "Findegil's Commentary." Findegil's work was particularly concerned with those place-names that could not be adequately translated from Sindarin "as it is now properly spoken in Minas Tirith." Sindarin as spoken by Men for long periods tended to evolve into dialects, and the Commentary noted numerous instances of names exhibiting "various indignities suffered by the Elven-tongue in the mouths of provincials." Other place-names of unusual form proved to be either partly or entirely of pre-Númenórean origin, though often adapted to the phonology of Sindarin. In this regard Findegil is said to have spent the greater part of a year consulting the library of the Lord of Lamedon at Ost-en-Girilthir, where most of the few surviving works on pre-Númenórean tongues were preserved, most notably Lamhir's treatise on the ancient Daenaël speech of the Men of the White Mountains. Findegil also discovered that the Cartographers' Guild had occasionally introduced Quenya elements into Sindarin place-names on the maps where actual local usage provided no justification for doing so. This was apparently done in a misguided attempt to make the maps appear more scholarly.

Excerpts from "Findegil's Commentary" are provided in the gazetteer that follows to clarify some of the more difficult or obscure place-names.



Cartographer
presenting maps

of the Ephel Dúath. South and east, a hotter and drier climate prevails, creating the bursk country: sandy scrub deserts spotted with dunes.

Since ancient times the Eraguk people, fierce nomads of Haruze and Núrniag lineage, roamed the steppes of the Aegardh. They were a constant threat to the peoples of Laergaladrín, the Vale of Anduin, and the coasts. The Faithful who first settled at Pelargir had little use for these people, but Númenórean adventurers fought them for the mineral wealth of their lands and established independent settlements in their midst. With the Númenórean colonization of the Nan Harnen and the subsequent construction of the Hyarmentië, the more warlike Eraguk were forced east of the Carnen, while those that acknowledged Númenórean overlordship were allowed to remain.

The nomads of the Aegardh suffered terribly while fighting for Sauron in the War of the Last Alliance. Gondor's border rangers kept a guard against Eraguk raiding in the early centuries of the Third Age; but, fierce as they were, the nomads could not hold back the relentless tide of Dúnadan and Haruze migration that followed the destruction of the Dark Lord's empire. Farmers and

miners constantly encroached on streamside havens and water holes, whose resources were already hard-pressed to keep Eraguk stock alive during the worst of the summer drought. The Gondorian army fought many small wars on the steppes of the Aegardh, a rehearsal for their later contests with more dangerous Easterlings and Haradrim.

By the ninth century of the Third Age, the nomads of the Aegardh were broken and tamed. The merchants of Pelargir could travel the high roads of Harondor without fear. The steppes remained peaceful until after the Kin-strife. In the fierce sixteenth century wars between the loyalists and the confederates, bandits took up the old nomadic lifestyle again, while Umbarean and Haruze captains encouraged roving clans from south of the Harnen to migrate into the Aegardh. The villages and farms that supported the old Gondorian society were ravaged and the economy wrecked. For the rest of the Third Age, as successive waves of Gondorian, Haruze, and Umbarean conquerors overran Harondor, the Aegardh remained an impoverished and dangerous land. Not until the Fourth Age, after the arrival of colonists from the horse-riding Kingdom of Rohan, did the Aegardh again prosper.

AEROST

Quoth Findegil: *"The true name of this coastal fort is Sindarin Aerost, which is 'Fortress of the Sea' in the Common Speech. The name given on His Majesty's map, Eärost, is a mixed form conjoining Quenya ear 'sea' and Sindarin ost, and appears to exist only in the learned imaginations of my esteemed colleagues of the Cartographers' Guild."*

Aerost is a coastal fortification in Anfalas, located on the Rathon Gondor some forty miles west of Lond Galen. Along with the neighboring fort of Lómost, ten miles further west, Aerost defends the Anfalas against seaborne threats to its coast between the Celgalen and the Lefnui. Aerost was constructed in T.A. 1634, in the aftermath of the Great Raid on Pelargir, and served as a key link in the chain of coastal beacons used to warn the inhabitants of Corsair attacks. In T.A. 2050, Aerost was enfeoffed to a local knight, whose family maintained control over the fort and its surrounding lands into the Fourth Age.

AIQUALONDË

(Q. "Steep Haven")

Alternate name for LOND FEREN.

AMON AERRYCH

(S. "Hill of Seals")

Amon Aerrych is a small islet opposite the cliffs of Ras Morthil in Andrast. The islet is so called because it is frequented by seals, and is an important navigational reference point for captains attempting to negotiate the perilous waters of the cape. The narrow strait between Amon Aerrych and Ras Morthil is, in fact, one of the few safe passages into the Úlond, and many ship captains prefer to brave it, rather than face the deadly shoals that extend west of Amon Aerrych.

AMON EITHEL

(S. "Hill of the Well")

Located on the Hyarmentîë, midway between the Harnen and the Poros, this town of almost 6,000 is overshadowed by the heavily guarded fortress of Amonost. The artesian spring that gives the town its name is located within the walls of that castle, and is the source of Siril Amon, a tributary of the Carnen. A 20-foot high wall built by the men of Gondor surrounds the town itself, but in emergencies the citadel of Amonost can easily house the entire population of the town.

Since the men of Númenor fortified the height of Amon Eithel, its citadel has served as a center of government for the rulers of the Aegardh, be they Gondorian legates, Umbarean despots, or Haruze fezzirín. The soldiers of Amonost patrolled the Hyarmentîë, collecting annual tribute payments of the Eraguk and other native peoples, while a small town grew up around the base of the defended hill.

Ar-Pharazôn's Great Armament recalled the Númenórean contingent of Amonost's garrison in S.A. 3318, the fortress being left in the care of one Calmacil, captain of the mix-blooded troops. Following Númenor's Downfall a year later, Calmacil claimed the Aegardh for himself, turning Amon Eithel into the seat of his own petty dominion. Calmacil's dynasty managed to survive the War of the Last Alliance, and their rule was brought to an end only with Tarannon Falastur's conquests.

Having taken the town and its fortress after a brief siege, in which the defenders foolishly sortied against the superior Gondorian troops, Tarannon replaced the old wall, which had been heavily damaged during the siege, and built several public buildings for the officers of the soon-to-be-constituted province of Harondor. Under this new provincial system, Amon Eithel's jurisdiction eventually extended to the West March, east of the Hyarmentîë and west of the Carnen. Following the Kin-strife, the rebels in Umbar continued to control most of Harondor, and Amon Eithel was critical to the confederate defense of the region. That being the case, the rebels extensively modified the fortifications of Amonost, doubling the number of towers and adding a second wall.

The town and fortress fell through treachery to King Aldamir's forces in T.A. 1540. Aldamir was quick to utilize it as a base for further campaigns in Harondor.

With the retaking of Harondor, the town once again was used for the governance of the territory, now under military jurisdiction. Though constantly threatened by Sangahyandion and the rebels in Umbar during the seventeenth century, none of the rebel attacks were successful in breaching the town's defenses. Gondor maintained a strong military presence there until all Harondor was retaken in T.A. 1721. During the Second Wainrider War, the town was put to the torch as its residents watched from the safety of Amonost's walls. Several hundred Haruze harried the defenders of Amonost while their compatriots marched to defeat at Athrad Poros.

Eärnil II ordered all the defenses of Harondor destroyed before it was abandoned. Much of Amonost was dismantled; however, the original Númenórean fortifications were too well constructed. The troops and engineers working on Amonost were only allowed six months to complete their task, due to the impending threat of renewed Haruze incursions into Harondor, and had to leave before the main keep could be toppled. However, they did place traps in the ruins and the undamaged tower, which claimed numerous Haruze and Variag brigands who later sought to use the tower as a safe base of operations.

During the third millennium, the Haruze reoccupied Amonost and rebuilt its fortifications. The townsite was also rebuilt, and its population eventually grew to several thousand. During the War of the Ring, it was one of several staging points for the invasion of Gondor. Many of Amonost's garrison that marched against Gondor were captured or fled. Amon Eithel was largely undefended when King Elessar's troops marched into Harondor, and it surrendered without a fight.

AMRÛN

(S. "Sunrise")

This ancient city has traditionally been the capital of one of the more powerful Haruze kingdoms in the region commonly referred to as Near Harad. Amrûn has a permanent population of almost 20,000 people; however, at any given time this may be augmented by an additional transient population of 1,000 to 4,000. The city serves as a trade nexus between Gondor, Harad, Khand, and Umbar, being located at the confluence of three major trade roads: the Rath Khand, the Men Harad, and the Men Harnen.

Prior to Adûnaphel's rebellion in S.A. 2280, Amrûn was known as Korb Taskral (Har. "Dwelling of the Stone King"). For over a thousand years, it had been the capital of a large Haruze kingdom that controlled much of the upper Harnen and lower Ode Pazar river valleys, as well as all trade with Near Harad and Khand. The Haruze of Korb Taskral sided with Adûnaphel in her rebellion against the King of Númenor. The Taskral (Har. "Stone King") and his sons were slain at the Dagor Glinfalas in Umbar, while most of the realm's army was captured by the King's Men and disbanded. The Númenóreans marched on Korb Taskral, breached its walls, and seized the city for their own, renaming it Amrûn.





Amrûn was given a new wall and several public buildings, including a fortified palace for the Númenórean governor. Although ordained by the King of Númenor, this governor's rule over the city and its hinterland was subject to the Governor of Umbar. This situation rankled Amrûn's governors, and they often pushed the boundaries of their authority. Thus they were closely watched and greatly distrusted by their superiors in Umbar.

Númenórean trade with Haradwaith and Khand increased despite Sauron's waxing power and influence in neighboring Mordor, and Amrûn's fortunes grew in proportion. So close to Sauron's domain, the Númenóreans were careful to protect their interests with fortifications and troops. Yet, even though Amrûn had secured itself from a direct assault, still Sauron's minions infiltrated the city coming along with trade goods from Khand, slowly corrupting the Númenóreans there, and turning many of them towards the worship of Melkor long before Sauron's corruption of Ar-Pharazôn.

After Sauron was taken to Númenor, the Númenóreans of Amrûn embraced the Cult of Melkor with a fervor unequalled by any, sacrificing the Haruze at any opportunity. After Númenor's Downfall, this same cult was forced out of Umbar, and most of its surviving adherents retreated to Amrûn. Umbarean forces attacked the city, and many of the native city-dwellers rose up against both the cult and the rest of the Númenórean inhabitants. The Númenóreans in Amrûn were forced to flee, and most found their way into Sauron's service.

Overextended and preoccupied with issues at home, the Umbareans were unable to hold Amrûn against a hostile populace. They retreated, leaving the Haruze of Amrûn to their own devices. The city suffered several years of internecine warfare. Finally, a single charismatic leader of mixed Haruze and Númenórean ancestry named Akil emerged as the victor, and was named king by popular acclamation. Akil also claimed to be a descendant of and heir to the long deceased Stone Kings of Korb Taskral. Few disputed his claim, as he closely resembled the statues of those kings situated near Tirith Argon.

Taskral Akil ruled Amrûn for twenty-one years, but was slain when a confederation of neighboring Haruze under Sauron's influence attacked the city. The people of Amrûn, aided by the Númenóreans of Tirith Argon, avenged Akil's death and named his son, Ared, as his successor. Taskral Ared, and later his own son and grandson, waged a long, expensive, and largely successful war against Sauron's Variag and Haruze minions. Thus, with the fall of Sauron, Amrûn was strategically positioned to become the dominant power in the region. Likewise, the dynasty founded by Taskral Akil was firmly accepted by the people of Amrûn.

Amrûn benefited greatly from the renewal and expansion of trade with Harad and Khand. Taskral Akil's dynasty also expanded their dominion westwards along the banks of the Harnen. The Taskrals of Amrûn were careful to make alliances with their trading partners and the neighboring Haruze kingdoms. As in the days before the fall of Númenor, Umbar was Amrûn's largest trading partner. However, early in the Third Age, the Umbareans began to reclaim the territories once controlled by Númenor, causing the Taskrals of Amrûn much concern. Before Umbar's acquisitive eye turned towards Amrûn, the Captain of the Hosts began expanding Gondor's borders beyond the Poros.

Treaty obligations were called upon by Amrûn's allies, and troops were dispatched to fight the Gondorians. Lack of a unified command and highly variable troop quality fatally hindered the resistance, despite the strong support of Umbar. As losses mounted, the Haruze of Amrûn withdrew to consolidate their defenses against the day that the kings of Gondor might also seek to dominate their city. That day was long in coming, as war escalated between Gondor and Umbar. The fall of Umbar in T.A. 933 was very fortuitous for Amrûn, as many Umbareans retreated to Tirith Argon and to Umbarean lands along the Harnen, which provided a strong military buffer against any Gondorian aggression towards the city and its territory. The men of Gondor did establish a fort, Tiras Amrûn, across the Harnen to pressure Amrûn, but it was largely ignored until the Gondorians' final victory was almost realized.

Before the last Umbarean possessions fell to Gondorian forces, Taskral Akil VI negotiated an agreement with Hyarmendacil's representatives at Tiras Amrûn. He was recognized as the legitimate King of Amrûn, which would remain independent of any Gondorian control. In exchange, Amrûn would cease to support the Umbareans still fighting the men of Gondor and would cede all claims to lands west and north of the Harnen.

Between T.A. 1050 and the beginning of the Kin-strife, Amrûn, though independent in name, gradually became a satellite principedom of Gondor. Trade with Harad and Khand was both plentiful and profitable, but the Taskrals were forced by treaty obligations to send their sons to Gondor as hostages. Each subsequent Taskral, raised and educated in Gondor, became more and more isolated from the people he ruled.

Desiring to modify the treaty with Amrûn to suit his own military needs, Castamir voided the Taskral's hostage obligation in exchange for the permanent loan of 1,000 infantry and 2,000 cavalry. An additional 1,000 infantry and 1,000 cavalry could be called upon for up to six months. Castamir would sustain these troops in Gondor as mercenaries, but payment for their services would be sent directly to the Taskral at Amrûn. With the



death of Castamir, Amrûn continued to support his heir Castaher. However, with the latter's mysterious demise in T.A. 1450, Amrûn recalled its troops, an action welcomed by Umbar's Regency Council, who wished to terminate payments for their services.

Relations between Amrûn and Umbar remained close, linked by the mutual benefits of peaceful trade, but in T.A. 1540, King Aldamir seized Harondor and reoccupied Tiras Amrûn. Taskral Ared III adopted a more distant relationship with Umbar, but established closer ties with Gondor. He was a master of subterfuge and statesmanship, playing the two rivals against one another. He thus eventually established a neutral trade policy. Umbareans and Gondorians were welcome to trade in Amrûn, but no disruption of the peace would be tolerated. Amrûn became one of the few places where commerce between the two hostile realms could be conducted openly until the Gondorian withdrawal from Harondor in T.A. 1944.

However, Amrûn gradually fell under Sauron's shadow. Worship of the Dark Lady, thought to be long forgotten, was reborn among the peasants and herders near Adûnaphel's fortress, poised upon Amrûn's northern frontier, and slowly spread throughout the realm until it threatened to infest the city itself.

The Taskrals failed to suppress this revival of the Shadow, and by T.A. 1810 the cult's political influence over neighboring potentates was so widespread that the Taskrals held only the city and its immediate hinterland with certainty. The adherents of the cult fomented violent rebellion against the Taskrals, but were defeated (or so it was thought) in a great battle in T.A. 1935. Scarcely eight years later, however, the worship of the Dark Lady had spread to the Taskral's most trusted counsellors, who engineered his assassination and turned themselves into the regents of his young son. At the command of Adûnaphel's minions, this cabal used their position to declare war upon Gondor, marching against Harondor in alliance with the Variags and Wainriders in T.A. 1944.

The Gondorian victory failed to lift the shadow over Amrûn. Though trade with Umbar, Harad, and Khand flourished, so did worship of the Dark Lady. The Taskrals ruled the city in name, but it was the Cult of the Dark Lady that ruled in fact, much to the resentment of Akil's heirs. The inhabitants of Amrûn became a crueler and more warlike people. Their neighbors were likewise changed, and Amrûn was embroiled in a dozen small wars over the next few centuries and seized considerable new territories, including much of what had been eastern Harondor. The only conflict they consistently avoided was with Umbar, leaving alone the lands it controlled.

In T.A. 2885, the men of Amrûn led an army of the Haruze against Gondor, but were defeated at the Battle of Athrad Poros, when the Rohirrim reinforced the South-kingdom's forces and shattered the center of Amrûn's line. The surviving commanders who returned to Amrûn

found the headsman's axe waiting. Shortly thereafter, Taskral Abit III and his family escaped from Amrûn just before they were to be assassinated by the Cult of the Dark Lady. In secret, the people of Tirith Argon gave them sanctuary, successfully hiding them from the priests of the Dark Lady.

When the Haruze marched on Gondor in the War of the Ring, the commander of Amrûn's troops also commanded most of the other Haradrim in the invasion force. In the Battle of the Pelennor Fields, he was slain by Théoden of Rohan, and his serpent banner was trampled by the victorious Rohirrim.

With most of its army dead in Gondor, Amrûn was left largely defenseless following Sauron's defeat. Taskral Fatih, based in Tirith Argon, organized a rebellion in Amrûn that the priests of the Dark Lady were hard pressed to put down. In a decisive battle within the city walls, Fatih slew the chief priest and burned the Dark Lady's temple. Fatih, restored to his throne, was quick to root out the remnants of the cult and to enforce the peace along the trade routes.

AMRÛNAUR

See entry for NAUR AMRÛN.

ANDRAST

(S. "Long Cape")

The mountainous Cape of Andrast, west of Lefnui, is a rugged place characterized by bare peaks and steep-sided, green valleys. The White Mountains bend to the southwest and jut into the sea; due to this proximity to the sea and the prevailing winds, there is a great deal of rain, especially on the western side of the mountain range.

The Cape of Andrast has been claimed by the kings since the eighth century of the Third Age, but their influence has been nominal. The locals, categorized by the Dúnedain as Orodbedhrim (though they refer to themselves as "Dunir"), are basically of the same stock as the Daen fisher-folk of Enedhwaith's coastlands. They are not very numerous—perhaps twenty thousand—and live a semi-nomadic life as goat shepherds in the mountain valleys or as permanently settled fishermen on the coast, just as their ancestors lived during the Second Age before the arrival of the Númenóreans. They have not been touched by the mainstream culture of southern Gondor, and do not bother with who is ruling in Osgiliath or Minas Anor. Only a very few know Westron, the others speaking only their native, Daen tongue.

Whether the cape is a part of Anfalas or not is disputed, but in reality that is a matter of little practical importance, due to its remoteness and primitiveness. The governors of Anfalas traditionally receive formal pledges of peace and friendliness from the local headmen every twelve years, and sometimes fishermen and shepherds travel to Anfalas to trade at local fairs, but generally there is little interchange between the natives and the Dúnedain.



The Dúnedain have not imposed themselves by force upon this area, so the locals do not harbor any notable hostility against them (unlike the Orodbedhrim elsewhere in southern Gondor). The governors of Anfalas have pursued a successful "live and let live" policy, never bothering with taxation since the locals have little to offer them in any case. Not even Castamir managed to upset the relations with the natives, mainly due to his preoccupation with other matters. The Cape of Andrast seemed irrelevant from his southward-looking perspective.

After the Kin-strife, the Corsairs exploited the remoteness of the cape for their own sinister purposes. Daring captains occasionally established temporary bases on its western side, from which their vessels would prey upon Gondor's northbound merchant shipping for a few months at a time. The Corsairs would then withdraw to Umbar before the authorities were able to dispatch army or navy forces to crush them.

During such endeavors, there were clashes between the natives and the Corsairs, since the latter (at least, those later Corsairs that served the Cult of Melkor) occasionally raided villages to abduct slaves. Unfortunately, the locals were too poorly trained and equipped to defeat a well-armed Corsair force, especially one which had fortified itself against the threat of Gondorian military reprisal behind stout palisades.

ANDUIN

(S. "Great River")

The greatest river in Middle-earth, the Anduin flows through the heart of southern Gondor, watering the verdant lands of Lebennin, Ithilien, and northwestern Harondor on its long journey to the sea. The width of the Anduin increases at a fairly regular pace, growing from a half mile at the Great Bridge of Osgiliath to nearly a mile and a half at Pelargir, below which it begins to broaden dramatically, reaching a width of forty-six miles at the Ethir, where it empties into Belfalas Bay.

The river is navigable throughout southern Gondor by any draft of vessel, since it has an average depth of thirty feet. Only in the Ethir is it necessary for a larger ship to be steered by trained pilots away from sand bars and other obstacles. But even there the main channels of the river are deep year-round; because it is fed by so many sources, the Anduin never loses its depth—and during the spring, when the Great River's mountain-fed sources swell from the melting snows, the water level does sometimes rise a foot or two. The river is tidal up to the Loeg Balimur, affecting the lowlands of Lebennin, northwestern Harondor, and especially the Ethir.

The Anduin teems with life, and as such it is a major source of subsistence and livelihood for those who live on or close to its banks. Fishing is practiced along the Anduin throughout southern Gondor, which means that there are always river craft available for ferrying travelers, though only with regular ferry services can one be assured of an affordable price (the locals being invariably shrewd when it comes to bargaining for the use of their precious boats).

ANFALAS

(S. "Long Coast")

Anfalas is a primitive and poor land, in which the kings exert little direct influence. Its inhabitants lead simple, rural lives, usually centered around fishing, agriculture, or shepherding. It was located far away from the tumultuous events of the mid-Third Age. However, its mountains are rich in minerals, and its forests provide southern Gondor's shipyards with timber, making the territory an important possession.

History

The Dúnedain have lived along the Langstrand since the middle of the Second Age. They were then mainly concentrated in some small settlements at the mouths of the Lefnui and the Celgalen. The inland was for a long time a wilderness into which no proud man ventured. Trade was negligible, and the Dúnedain accordingly showed only a minor interest in the land. After the incorporation of Anfalas into the realm, there was a small, additional influx of Dúnedain, either as residents in the small towns, which were flowering under peaceful royal rule, or as landowners, buying or receiving manors in the territory.

Most of the region's inhabitants are Danan Lin who have lived there since the First Age. For a long time, the small population consisted of hunters and fishermen living along the coast or in the river valleys. Slowly these spread into the highlands behind Ram Galen and, equally slowly, an agrarian society developed. However, the land was not rich, and the people lived under poor circumstances at best. The contacts with the Dúnedain provided an impulse for improvements, but it remained a backward land for a long time. The influence of the Dúnedain did not reach far behind Ram Galen, and though the region's incorporation into the realm in the eighth and ninth centuries of the Third Age improved the level of development, Anfalas remained one of the poorer areas of the realm.

The Land

To the inhabitants of the Vale of Anduin, the name Anfalas signifies the entire northern coast of Belfalas Bay between the rivers Morthond and Lefnui. Usually, it does not include the Mornan, which forms a small separate fief at the upper part of the River Morthond. On the other hand, the land of Andrast, west of the Lefnui, is often included, in which case Anfalas means the entire land west of the Morthond.

Anfalas is not a single geographical unit, contrary to what might be assumed. It is geographically and politically subdivided into two areas: Anfalas proper and the Pinnath Gelin. These two are separated by the long ridge of Ram Galen, which runs parallel to the coast a short distance inland, nearly all the way between the Morthond and the Lefnui. Both are ruled by the Governor of Anfalas.



There are nearly three hundred miles of coast between the mouth of the Morthond and the Lefnui estuary; but the area is only a thin sliver of land, since the distance between the coast and the northern border along the watershed atop the Ram Galen is seldom more than thirty miles. It is only in the west, where a large piece of land juts out into the sea, just to the east of the estuary of Lefnui, that the distance between the coast and the hills is noticeably greater.

The entire area is a low, flat coastland with many small creeks and streams running from Ram Galen to the sea. The land is rather water-logged with large fens and bogs, especially along the eastern parts of the coast. Most of the population lives in small villages or in isolated homesteads, but there are also a few small towns. The western part is a slightly richer agricultural area, but still quite underdeveloped when compared with the Vale of Anduin. There are also many fishing villages and small harbor-towns along the coast, since the adjacent waters are rich fishing grounds. Also along the coast stand many brackish marshes from which salt may be conveniently and profitably extracted.

The summers in Langstrand and the Cape of Andrast are usually rather warm, but since they are coastal regions, they receive a lot of rain. The winters are temperate and very rainy. It is rarely cold enough to bring snow, or for the rivers and lakes to ice over.

Flora and Fauna

Being a more primitive and sparsely populated area than much of southern Gondor, Anfalas possesses a fairly diverse fauna. Most notable are the numerous domesticated sheep of Pinnath Gelin that provide livelihood for many of the locals. The woods are home to wild boars and many species of deer. There is also a species of auroch, though it was hunted almost to extinction by the Dúnedain during the second millennium of the Third Age. The most common predators are the fox and wolf, found in most parts of the territory. There are also unsubstantiated rumors of lions in the more remote parts of the adjoining Ered Nimrais. Some scholars think, however, that these are just rumors spread by the local Daen to keep outsiders away from their holy places.

The Inhabitants

The coastal plain has numerous manors and estates, many of which have developed from what was owned by local headmen, while others were bought by people emigrating from central Gondor or granted by the kings to loyal subjects. There are a few large estates, mainly situated close to the mouth of the Lefnui.

In spite of the dissolution of the Pelargirean League and the impositions of the Ship-kings, Anfalas has always been dominated by noble landowners. These noblemen usually possess great power in the villages near their manors, since many of the inhabitants are their liegemen. There are, however, no strong noble families able to compete with the governor for power in the land.

Most of the population live as holders of small farms, hardly exceeding subsistence level. The peasants are divided into three groups. The first are the freeholders, owners of their own land. The second group are the tenants, who rent their lands from a landowner, paying a flat fee for a long-term contract. Finally, there are the liegemen, who are bound to their respective lord through loyalty bonds and who are allowed to cultivate a plot of their lord's land on a share-crop basis.

The liegemen are strongly bound to their lord, but are neither slaves nor serfs, since such arrangements are contrary to the ideals of the Faithful. The liegeman concept is a phenomenon that does not exist in the Vale of Anduin or in Belfalas. There are no clear borders distinguishing these groups, since a freeholder may also rent an extra plot, while a liegeman may hold one plot in liege from his lord while renting another, and a tenant may be as dependent on the local lord as the liegemen. In general, the liegemen are the poorest in a village while the freeholders are the wealthiest.

Many of the peasants living in coastal villages are also part-time fishermen. Often they work in a group, with cooperative ownership of the boat according to how much each has invested. Alternatively, a wealthy man might own the boat, hiring others as crew while he himself acts as captain. In yet another arrangement, the local nobleman owns the boat, and mans it with villagers or rents it out to a wealthy community member who acts as captain.

On the northern side of the Lefnui valley are many small mining communities. The inhabitants usually hold a small plot for farming. This can be a free-holding, but most commonly it is held in tenancy from the mine owner.

Politics and Power

Anfalas is ruled by a governor residing in Lond Galen. Since his territory is quite unimportant, the governor rarely comes from among the prominent nobility of Gondor. Instead, he usually comes from one of the more notable local noble families. The position is the subject of a running political feud between a group of noblemen of the richer, western parts of Annúlon and the Mesta, a group from the Pinnath Gelin. The coastal group advocates a more developed agriculture and opposes the Mesta's measures to protect the migratory routes of their sheep flocks. Accordingly, the Pinnath Gelin group strongly protects the Mesta against anything they feel as encroaching on the privileges of its organization.

The coastal plain is divided into three rural districts, of which the westernmost is economically and politically the most important. The land behind the Ram Galen forms a "sub-territory" ruled by a lieutenant-governor from Annúlon. The reason for this arrangement is that the two regions are so different in character that it is advantageous to have a separate leader for the Pinnath Gelin, which is further subdivided into four rural districts: the lower Lefnui valley, the upper Lefnui valley, the western highland, and the eastern highland.



There are many towns all over the territory. Most are very small (with populations of between 1,000 and 2,000 inhabitants) and function mainly as market places for the surrounding villages. Those in the valleys of the Lefnui and the lower Morthond are more important, since they are foci for the Mesta's wool trade or, in the Lefnui vale, for the mining of ore. Since all towns in Anfalas are small and quite unimportant, none forms a separate urban district.

Warcraft

When Tarannon incorporated Anfalas into the realm, he stationed small military companies in its major towns. Rather soon these companies were withdrawn, except at a few havens. These troops left after Hyarmendacil I's victory, and the entire territory was ungarrisoned, with the exception of a small company held by the governor in Lond Galen. However, Anfalas archers were widely known to be of superior quality, and governors and commanders throughout Gondor would pay professional wages to maintain companies of these yeomen throughout the realm. The Anfalas archer became commonplace by the time of the Kin-strife.

When the Kin-strife began, many noblemen raised troops from among their liegemen and tenants to fight for their chosen cause. In general, the coastal plain was traditionalist while Pinnath Gelin was loyalist. After Eldacar's fall, the loyalists gave in; but Castamir still spread a large number of soldiers all over the territory, mostly recruited locally. Castamir summoned most of them when assembling his army in T.A. 1447, with the result that Anfalas was largely undefended when Eldacar's forces reoccupied it after the Battle of Erui.

Not long after the Kin-strife, a new threat arose: the Corsairs. In T.A. 1449, Eldacar had recalled most of his soldiers from Anfalas, not realizing what strategies the Umbareans would later take; but in T.A. 1652, after a few severe raids, royal troops were again stationed in the major havens. Local defense companies were also raised all along the coast, as well as in the river valleys of the Lefnui and the Morthond. Later, such companies were also raised in Pinnath Gelin.

After the Plague (T.A. 1636), there were regular troops, paid by the King's Treasury, in Lond Galen and in a few other more important harbors, all together 1,500 men in six locations. There were also a number of semi-regular companies, raised by local nobles at the king's instigation. These garrisons occupied small forts and towns along the coast and in the river valleys, and totaled about 5,000 men-at-arms, about a third of which were archers who were sometimes sent abroad and attached to the King's Corps. The responsible nobleman usually received some privileges or benefits for raising such a company.

Unlike in other regions of southern Gondor, Anfalas' ruler did not organize a Territorial Corps, since his resources were too limited and the population too sparse and scattered. Instead, there were special arrangements that suited the local conditions better. These arrangements consisted of trained bands and militias.

The trained band was a special unit formed by men settled on royal land who received tax benefits for participating. They trained regularly and could be stationed in threatened places on the governor's order. The complete trained band amounted to about 8,000 men, a third of which usually did garrison service during the summer (i.e., when the Corsair threat was greatest). Occasionally the whole band was summoned if there were clear indications of an impending large Corsair raid. The band might serve outside the territory, but its men were very hesitant to do so, especially if there were any threats against Anfalas. Thanks to its frequent conflicts with the Corsairs, the trained band achieved a level of skill superior to that of Gondor's other reservists.

Finally, there was the ordinary militia. It consisted of all able-bodied men, who were charged with keeping a spear and a shield at home, and who were summoned to defend their homes when the Corsairs struck. The military value of the militia units was negligible, and they were only used for local defense, while waiting for reinforcement from better units.

ANNODRÛN

See entry for ANNON DRÚIN.

ANNOGWAIN

See entry for ANNON WAIN.

ANNON DRÚIN

Quoth Findegil: *"The current name of this town is Annodrûn, but of old it was Annon Drûin, meaning 'Gate of the Wild Men', for half a league from the eastern gate there stand two ancient watch-stones of the Drûedain (that which our allies in Rohan call 'Pûkel-men'), now badly weathered and covered with stonecrop, but still recognizable as the handiwork of the Wild Men. Like the watch-stones themselves, the name of the town has been worn down through the centuries, until now all its inhabitants pronounce it as Annodrûn, though the old form sometimes persists in writing."*

The town of Annon Drûin serves as a secondary haven for Annúlon, accommodating seagoing vessels whose draft is too deep to navigate the Lefnui. Annon Drûin lies on the eastern bank of the Lefnui, at a narrow point where the river joins the estuary of Lond Feren, ten miles south of Annúlon. The two towns are connected by a stone-paved stretch of the Rathon Gondor (though most goods deposited at Annon Drûin are conveyed to the larger town by means of river craft). A fortress sixteen miles south of Annon Drûin protects the estuary and its east bank from Corsair raids.

Annon Drúin is, in fact, one of the oldest sites of Númenórean activity on Belfalas Bay, having been established in the early Second Age by Aldarion the Mariner, who used the haven as an outpost in his unending search for ship-timber. Following the rebellion of Mûrazôr and the dissolution of the Guild of Venturers (S.A. 1880-1883), Annon Drúin became a permanent settlement for the Faithful, and subsequently grew in prominence during the era of the Ship-kings, as the wool trade of the neighboring Pinnath Gelin necessitated a convenient harbor for seaborne commerce. By the same token, however, the fortunes of the town declined as the Third Age drew on, until it was little more than a fishing village.

ANNON WAIN

Quoth Findegil: *"In the wilderlands of the western provinces, corrupt names such as Annogwain have sprung up everywhither, like mushrooms in a cow-pasture. The rustics seem unable to comprehend the rules, as simple as they are, whereby one modifies the initial consonant of a Sindarin adjective; as His Majesty can plainly see, Annogwain should properly be Annon Wain 'New Gate', with the correctly modified form of gwain 'new' in secondary position. We might suppose that Anno-gate' in Annogwain was formed on analogy with the far older name Annodrûn 'Gate of the Wild Men', a town further downstream."*

Annon Wain in the upper Lefnui valley is a local center. To the north there are a large number of mines, most of whose ore is shipped from Annon Wain down the river to Annúlond. There are also some lumber industries close to Annon Wain, supplying the tall firs growing in the Ered Nimrais to the Gondorian navy. The town has few places of note. Some local merchants have houses larger than normal; otherwise it has mostly small, simple dwellings. There are also a few large warehouses down by the wharf. The population is around 2,500.

ANNÚBAD

(S. "West-way")

The Annúbad is one of the two Paid-i-Rendir (S. "Pilgrim Ways") that pass through the Eryn Laegol to the Elven haven of Edhellond. Breaking off from the Rathon Gondor of Anfalas, the Annúbad strikes due southwards, following the edge of the Greenmantle wood (the Eryn Laegol) until it reaches the west bank of the Morthond-Ringló. From there the path follows the river southwest to the Iant-in-Eilph, where it converges with its sister trail, the Sírbad. Unlike the Sírbad, the Annúbad continues west from Edhellond along the sheltered coasts of Lond Cobas, until it reaches Tirith Cobas overlooking the Bay of Belfalas into the West.

ANNÚLOND

(S. "Sunset-haven")

Annúlond is the capital of Pinnath Gelin and is situated in the west-central highland, just north of Ram Galen. The town is on the tip of a tongue of land where one of the streams from the Ram Galen converges with the Lefnui. The folk of Annúlond maintain the only bridge that spans the Lefnui. Since the area is peaceful, the town does not possess a wall.

Annúlond is quite small compared to the towns in the Vale of Anduin, with just a few thousand inhabitants. Most are either small-time traders or artisans. However, much of their time is spent cultivating the plots outside the town limit. There are also a few officials working for the lieutenant-governor, who resides in a large house close to the tip of the tongue of land. That dwelling is the only major building inside the town. The rest are small houses of one or two stories, in which the ordinary people live. The lieutenant-governor's house stands by the main square, which is open on one side down to the wharf by the river.

Outside the town is the manor of the Knight of Annúlond, the local wealthy nobleman. He owns the only large estate in Pinnath Gelin. Besides the immediate area around the manor, his land is cultivated by liegemen or tenants living in nearby villages.

ARON ÚVANIMIN

See entry for ERYN-IN-UANHOTH.

ATHRAD POROS

(S. "Poros Ford")

Athrad Poros is the name of a ford and town that lie one hundred and forty miles upstream from that river's confluence with the Anduin, where the Men Ithilien crosses it from north to south. The ford lies just below a fork in the main course of the river, whose arms branch north into Ithilien and towards the Ephel Dúath, some sixty miles further east.

The town of Athrad Poros began as a military garrison whose purpose was to guard the border between the fledgling Realm-in-Exile and the sphere of Umbarean influence beyond. This outpost gradually acquired civilian features during the time of the Ship-kings, as the northernmost reaches of Haradwaith were transformed into the province of Harondor. With the opening of the Harnen corridor, Athrad Poros suddenly became a critical juncture for the landward trade route with Near Harad and Khand, and grew in size accordingly.

Athrad Poros received official township status in T.A. 1051, following Ciryaher Hyarmendacil's final victory over the lords of Umbar, and continued to be an important center of trade until the loss of Harondor during the Second Wainrider War in T.A. 1944. After that war, Athrad Poros was reduced again to a military garrison, since so many of its civilian inhabitants had been dependent for their livelihood on the now severed landward trade route.





In T.A. 2885, Athrad Poros was destroyed by invading Haruze forces from Amrûn (who were later driven back over the river by Túrin the Steward), but the garrison was never re-established while the Third Age lasted. Soon after the War of the Ring, Athrad Poros was reoccupied, and became a spearhead for Elessar's reconquest of Umbar. After his victories in the south, the new king entrusted the ford and its garrison to Prince Faramir of Ithilien.

AUDUCAR NURN

(*Har. "Red wall of Nurn"*)

The Auducar Nurn is that part of the Ephel Dúath reaching eastward from Harondor to the plateau of Khand. Its black volcanic rocks stand over a base of red sandstone; several active volcanoes continue to build up this mountain barrier. Most of the good passes over the Auducar lie towards its eastern reach. The best of them however, is the Cirith Nurn, lying on the eastern border of Harondor.

AUG LAMEDON

See entry for DIN-LAMEDON.

AUSK DUBAT

Haruze translation of EMYN GONNGARAN.

AUSK HARMAKA

Haruze translation of EMYN IMLADRIM.

BAR-EN-DINNEN

(*S. "Dwelling on the Tinnen"*)

Bar-en-Dinnen is a fishing village and market town in Harithilien. The settlement lies on the eastern bank of the Anduin at the confluence of Tinnen, sixty miles downriver from Harlond and ninety miles upriver from Pelargir. The nearest landward settlement to Bar-en-Dinnen lies thirty miles upstream at Iant Tinnen. As the town is the only riverside settlement of consequence in Harithilien north of Hyarpendë, Bar-en-Dinnen is an important center for local riverine trade between Ithilien and the more populous villages of Lebennin.

Bar-en-Dinnen was one of the original Númenórean communities that emerged under the sphere of Pelargir during the Second Age. It became part of Isildur's patrimony in S.A. 3320 after the Council of Pelargir swore allegiance to Elendil and his sons. The economic importance of the settlement won it a formal grant of township status in T.A. 1512, after the pattern of feudal holdings in Harithilien had been significantly disturbed as a result of King Eldacar's victory over the traditionalist confederacy sixty-four years earlier.

The town retained its juridical autonomy until the fall of Minas Ithil to the forces of Mordor in T.A. 2002, after which time it became a fortified military outpost. Renamed Tinnenost, the civilian population nevertheless held out until the last outposts of Gondorian military presence in Ithilien were finally withdrawn to the east bank of the Anduin in T.A. 2951. Tinnenost itself was later forcibly abandoned in T.A. 3018, when its remain-

ing garrison was overwhelmed by a host of Haruze and Mordor-Orcs. The broken stronghold's landing was used as a launch for Sauron's forces during the siege of Gondor in the following year. Following the War of the Ring, Tinnenost was rebuilt and settled by one of Prince Faramir's vassals. It remained a feudal estate well into the Fourth Age.

The population of Bar-en-Dinnen reached its zenith of around a thousand inhabitants under the reign of Siriondil (T.A. 748-830), and maintained its numbers until it became a garrison town in T.A. 2002. Although its numbers were severely reduced by the Great Plague, the local nature of the town's economy buffered it from the detrimental effects on settlement size resulting from the gradual decline in large-scale commerce after the seventeenth century, and so the population of Bar-en-Dinnen eventually recovered its former numbers. Its transformation into a garrison town artificially increased the population by a hundred or so, but the number of civilian inhabitants began to shrink over the years as the threat of Mordor grew and Ithilien became more and more like a border march. By T.A. 2951, the only remaining residents were retired garrison officers and military support personnel.

BAR IAUR DÍNEN

(*S. "Old Silent Home"*)

Bar Iaur Dinen is a royal manor on Tolfalas, used by the kings when visiting the island for extended periods of time (usually for hunting). While unoccupied, the manor is locked and uninhabited, but its grounds are patrolled by the local warden's soldiers. As Gondorian control over the island grew more tenuous with the emergence of the Corsairs, all trappings and valuable furnishings were removed from Bar Iaur Dinen to the safety of Gobel Tolfalas whenever the manor was unoccupied. Bar Iaur Dinen lies astride one of the lesser mountain passes that join the eastern and western halves of the island, and the closest habitation is the fishing village of Nen Gilros, a day's journey away.

Bar Iaur Dinen was built in T.A. 842 by King Tarannon's nephew, Eärnil, who spent most of his uncle's reign conducting the war with Umbar from Gobel Tolfalas. After Eärnil became king, the manor, like Eärnil's other feudal possessions, became a royal legacy and passed on to his successors, rather than reverting to the control of the line of Edhelion. With the loosening of royal control over Tolfalas following the Kin-strife, Bar Iaur Dinen at times served as a refuge for marauding Corsairs. This was put to an end in T.A. 1810, but again after T.A. 1940 the kings had too few resources to fortify and patrol the island, and so the manor was finally abandoned. Nevertheless, the structure remained intact through the end of the Third Age, and Prince Imrahil of Belfalas eventually refurbished the ancient dwelling in F.A. 52, during his restoration of the island's defenses.

BAR MORTHIL

(S. *"House of the Dark Point"*)

Bar Morthil is a royal estate situated on the very tip of Andrast. It is the westernmost habitation in all of Gondor. At times the kings withdraw here for solitude or meditation, far from the courts of Osgiliath or Minas Anor. The estate consists of a single manor house which overlooks the sea cliffs of Ras Morthil. When not in use by the king, Bar Morthil is cared for by a warden, who resides in the manor year round with an entourage of servants.

Since the cliffs of Ras Morthil and Rast Hanadh are often several hundred feet in height and without any haven or landing, Bar Morthil can only be reached by land (usually by following the Men Falas two days ride west from the outflow of the Nevedui—which is the nearest safe haven—or from Tharagrandost). The inhabitants of Bar Morthil are supported by the meager agriculture and husbandry of the Dunir of Larkanen who, in return, are given protection from the Corsairs by the garrison of Tharagrandost.

Bar Morthil was founded by Elendil's sons in S.A. 3320 as a memorial to lost Westernesse. The westward-facing promontory on which the manor is built was considered to be a hallowed place, because it offered the observer the most westerly vantage-point for recalling the Land of Gift and the Meneltarma, divine gifts lost because of the folly and pride of the Dúnedain, and the kings would often go to Bar Morthil to observe the standing silence.

As a holy place, Bar Morthil was maintained throughout the Third Age, though it fell to the care of the Lord of Tharagrandost in T.A. 2050, when Mardil the Steward completed the transformation of Gondor into a feudal realm. Occasionally the Ruling Stewards would venture to the manor for solitude. Aragorn Elessar was the first king of the reunited Realms-in-Exile to visit Bar Morthil, but he did not revive this practice until the reordering of his realm had been completed.

BARAD AERHIR

(S. *"Tower of the Sea-lord"*)

Barad Aerhir is the central fortification of PELARGIR. (For a detailed description of Barad Aerhir, see Section 7.6.)

BARAD HARN

(S. *"South Tower"*)

The town of Barad Harn is named after the ancient Númenórean tower that dominates its central square. This tower is 50 feet in diameter and stands 100 feet tall. The town's population of 2,000 is guarded by a strong wall and a garrison of several hundred infantry and cavalry. The tower was built some time in the late Second Age as the residence of a modest garrison responsible for collecting tribute from the surrounding area. A small town grew up around the tower, which remained after the Númenórean garrison was withdrawn by Ar-Pharazôn. Later, after the fall of Sauron at the close of the Second

Age, the tower became the residence of a minor Haruze despot and his followers, who seized control of the local coastlands and the Emyr Annûn. His descendants maintained control over the area until King Tarannon expanded Gondor's borders south. Though aided by Umbar, the Haruze king and his realm fell, and the town was abandoned.

It was not reestablished until T.A. 987, when a land grant, which included the town site, was awarded to several army veterans by King Ciryandil. These veterans named their new town Barad Harn, after the Númenórean tower. Much of the town was destroyed by a hurricane in T.A. 1256, but was quickly rebuilt. After the Kin-strife, the rebels in Umbar fortified Barad Harn with a strong wall, but it fell in T.A. 1540 to a surprise attack, after the Gondorian navy sailed a captured Umbarean raider into the harbor and the marines on board overwhelmed the rebel defenders. Though raided several times by the confederates, the town was never taken.

The Corsair warlord Sangahyandion briefly laid siege to the town in T.A. 1637, but never seriously attempted to take it. Thereafter, Barad Harn became the southernmost coastal settlement of Gondorian-controlled Harondor (Sangahyandion having seized control of the rest and having stationed troops just to the south of the Emyr Annûn). The minor anchorage of Barad Harn also became critical for the Gondorian defense of the coasts to the north during this period. Ships based at Gobel Tolfalas patrolled the strait between the island and Barad Harn, calling at that town for supplies and occasional reinforcement.

Barad Harn survived the Second Wainrider War without incident, though most of the town's garrison was withdrawn by sea to reinforce Eärnil at Athrad Poros. Afterwards, Harondor was abandoned, but Eärnil reinforced Barad Harn, maintaining it as a fortress and naval base. This helped to prevent raiders from traveling north along the Men Falas or sailing between Harondor and Tolfalas. In T.A. 2741, Barad Harn fell to a Haruze assault. Its loss was felt a few years later when raiders from Umbar attacked southern Gondor's coastlands. Until the fall of Sauron, it served as a secure base for raiders, protected by the same fortifications built centuries before. King Elessar was quick to retake Barad Harn, which soon reverted to a sleepy town dominated by the ancient Númenórean tower.

BAY OF BELFALAS

Along with the White Mountains and the Ephel Dúath, the Bay of Belfalas defines the natural boundaries of southern Gondor. From Ras Morthil on the tip of Andrast in the west to Hyarmendacil's Cape south of Umbar, the windy Bay of Belfalas shields southern Gondor from the endless waves of Belegaer beyond. Named after the rocky peninsula of the princes, the bay is said by the Dúnedain to be the dwelling place of Uinen the Maia, guardian of Pelargir and the line of Imrazôr, whereas the





violent waters of Belegaer are reckoned to be the province of her husband Ossë. When the two quarrel, storms ravage the otherwise relatively placid waters of Belfalas Bay.

The Bay of Belfalas is fairly shallow (averaging 35 fathoms, and reaching a maximum depth of 165) due to the fact that it rests upon the great continental shelf of Endor. Warm currents moving up along the coasts of Harad encircle the bay in a counterclockwise direction, until they encounter the cold waters of the Great Stream, descending from Eriador in the north. It is this clash of contrary currents that generates the particularly unruly waters off the coast of Andrast, the bane of many a mariner.

BELFALAS

(S. "Great Coast")

Belfalas is the mountainous peninsula that gives the Bay of Belfalas its name. It is also the domain of the princely line of Edhelion, and is therefore often referred to as Dor-en-Ernîl (S. "Land of the Prince"). Although Pelargir and Lebennin have always been the heart of southern Gondor, the neighboring land of Belfalas proved to be the only dwelling of the Dúnedain-in-Exile where the legacy of the Faithful never grew dim throughout all the long tribulations of the Third Age. The line of the prince outlived even the royal house, favored as it was by Uinen the Maia, and could even boast of a union between Elf and Mortal—the equal of that achieved by Elessar and Arwen. *History.*

The land of Belfalas was first inhabited during the early Second Age by the Daen Coentis, who took strategic advantage of the Ered Torthonion as the major arm of their highland fastness. Because of its mountainous character, the Númenórean settlement of the peninsula was a late phenomenon, beginning in earnest only as a result of Elendil's grant to Edhelion in conjunction with the need to counterbalance the separatist tendencies of the Faithful west of Belfalas.

The division of Dor-en-Ernîl into a patchwork of feudal estates was a lengthy process. During the twenty-nine years between the foundation of Dor-en-Ernîl and the War of the Last Alliance, Edhelion busied himself with the fortification of his domain, constructing Ost-en-Ernîl and the mountain fortress of Naur Amrûn, along with several lesser strongholds and towers. The prince also created manorial estates in the Glinduin and Ringló valleys at this time, over which he retained personal control, entrusting them to the stewardship of knights from his own household.

The actual apportioning of land to knights began at the onset of the Third Age, following the War of the Last Alliance. Edhelion rewarded his bravest retainers with estates on the tip of the peninsula, south of Cirith Dudhrandir, and in Nan Roechbin and the Din-Lamedon

to the north. The fertile farmlands of the lower Ringló vale remained in the hands of Edhelion and his descendants, as they had become the principal breadbasket for Dol Amroth.

The Glinduin valley was also kept in the hands of the prince for many generations undivided; but as the first millennium of the Third Age drew on, much of this region also became enfeoffed. This process had an unintended consequence: the town of Linhir was founded and the isle of Tolfalas was lost to the royal house, when the prince's younger brother, Eämil, who had been given possession of these estates, was named the heir of Tarannon in T.A. 832.

The formal grant of township status to mercantile Linhir in T.A. 1226 further complicated relations between Belfalas and the kings, as it inevitably led to the weakening of the feudal estates of the Glinduin valley, both economically and politically. The nadir of princely authority over eastern Belfalas came during the Kin-strife, when the folk of Linhir sided with the confederates against the prince's will, and Castamir nullified the latter's right to appoint the town's squire. The prince recovered his claim to Linhir following the return of Eldacar, but Linhir retained its semi-independent political status well into the Third Age.

By comparison with the rest of southern Gondor, the history of Belfalas after the Kin-strife was remarkably peaceful. Because of their lineage, and the self-sufficiency of Belfalas' economy, the princely line was able to maintain its domain uninterrupted through the end of the Third Age. Following the demise of the kings, the house grew to even greater prominence among the Dúnedain, due to the heroic exploits of Edrahil II (named "Imrazôr the Númenórean"), and his fabled union with the Elvenmaid, Mithrellas. The renewed princely house of Galador, their son, was thereafter unquestionably first in the affairs of the South-kingdom, and was a major source of stability to other noble lineages in Gondor that married into Galador's line.

The return of the king to Gondor at the close of the age did not lead to the diminishment of Belfalas' prince. Although his aim was nothing less than the restoration of the Realms-in-Exile to imperial power, Aragorn Elessar made no effort to dismantle the existing feudal system of southern Gondor; rather, the new king confirmed and strengthened the power of the nobility that had survived the War of the Ring. Prince Imrahil was one of the chief beneficiaries of this policy, and one of Elessar's first deeds was to return Tolfalas and Linhir to the possession of Dol Amroth. The first noble lineage of southern Gondor, and the last to remain standing throughout the realm's long history, the princely line of Belfalas was to rise to even greater power during the Fourth Age.

The Land

The peninsula of Belfalas is defined by the outflow of the Morthond-Ringló confluence in the west and the Glinduin-Serni estuary to the east, between which it reaches a width of more than 120 miles. The peninsula itself is dominated by the rugged Ered Torthonion, the great arm of the White Mountains that juts southward into the Bay, forming its angular wall of massive, breathtaking cliffs. Several islets branch out from the peninsula's westerly coast, forming chains of outliers from the parent mountains.

The Land of the Prince continues north from the Bay, bounded by the Ringló and Glinduin valleys, until it reaches the Din-Lamedon, where the Ered Torthonion meet the White Mountains. As the spine of the Ered Torthonion draws near to the Bay, it divides into parallel mountain ranges, which encompass two highland vales—Nan Roechbin and Cûm Taran.

With the notable exception of Dol Amroth, the tall cliffs of Belfalas' western coasts possess few safe anchorages. These cliffs, however, recede as the eastern coasts move northward to form the Glinduin-Serni estuary, making the coast more hospitable to shipping and settlement. Although the majority of the peninsula is densely inhabited, much of it (with the exception of the part facing the estuary) is relatively isolated. Only a single pass, Cirith Dudhbrandir, affords sure passage through the heart of Belfalas, though it is fairly easy to just follow the coast of the peninsula from east to west. The principal drawback to the latter is that such a route is time-consuming, taking up to ten days to traverse on horseback.

Flora and Fauna

Although the soil of Belfalas is rich, arable land is scarce (with the important exception of the Glinduin and Ringló valleys). The mountainous zone lends itself to shepherding, though in Belfalas the sheep are raised more to feed the nobility than for the harvesting of their wool, as is done in neighboring Anfalas. Although small, the secluded mountain valleys sustain some of the mightiest trees in southern Gondor, rivaling the primeval woodlands of Andrast in all but height. As their name suggests, the Ered Torthonion are primarily a home to pine forests, and the great pines of the Ered Torthonion are coveted by shipwrights throughout southern Gondor. However the trees, like the land itself, are the possessions of the prince, and are felled only at his bidding.

The animal life of Belfalas is abundant, though there are few deadly predators, save for the wolves of the Ered Torthonion (which generally keep to themselves). Deer and boar are plentiful in the virgin forests of the mountain valleys, and their presence is one of the reasons why the prince forbids the disturbance of these fine hunting preserves. One species of bird unique to Belfalas is the fabled *kirinki*, which the Faithful brought with them when the remnants of the Guild of Venturers settled on the

northern coasts of the Bay. These birds found the clime and character of the peninsula to their liking, and have remained there ever since.

The Inhabitants

As elsewhere in southern Gondor, the population of Belfalas contains both Númenórean and Daen elements. To a peculiar degree, however, these groups have remained separate and unmixed throughout the history of the peninsula. The neighboring regions of Lebennin, Anfalas, and Lamedon, conversely, have witnessed a gradual dilution of the purity of the Dúnedain through intermarriage. The reasons for this are various, but chief among them are the political circumstances of Elendil's original feudal grant to Edhelion.

The foundation of Dor-en-Ennil was the result of a compromise between Elendil's sons and the existing Númenórean nobility of Pelargir for political supremacy in southern Gondor. By granting Belfalas to Edhelion, Elendil enabled that noble line to increase its own power without becoming a source of rivalry to the kingship. This meant that the initial Númenórean colonization of the peninsula was essentially aristocratic—and, hence, pure-blooded—in character. The result was a much more sharply-defined cleavage between the Númenórean rulers and the Daen subjects.

The distinctive nature of the aboriginal Daen presence on the peninsula contributed equally to the success of this hierarchy. The forbidding aspect of Belfalas' coasts deflected the majority of pre-Downfall Númenórean contacts with the Daen Coentis. This prevented the development of the sphere of cultural influence that existed elsewhere in southern Gondor, consequently averting a crucial catalyst for the emergence of a subjugated people like the assimilated, lowland Danan Lin. Thus, when Edhelion and his retainers arrived in Belfalas, they were confronted with an already highly-developed Daen culture. This, however, was confined to the mountainous highlands of the Ered Torthonion, and so did not pose any great interference to the establishment of lowland fiefdoms.

There had been pockets of native lowlanders that rendered tribute to the Coentis, but these were swiftly absorbed by the feudal estates. The remainder of what became the peasantry of Belfalas either derived from the commoners attached to Edhelion's retainers from Lebennin, or from the migration of commoners from elsewhere in the realm—especially after the War of the Last Alliance, when population tensions elsewhere were beginning to precipitate political conflict and had to be alleviated somehow. The prince's acceptance of such newcomers assured their ready compliance with and resignation to the hierarchical divisions of this feudal society, thereby defusing any potential threat to the established order from below.



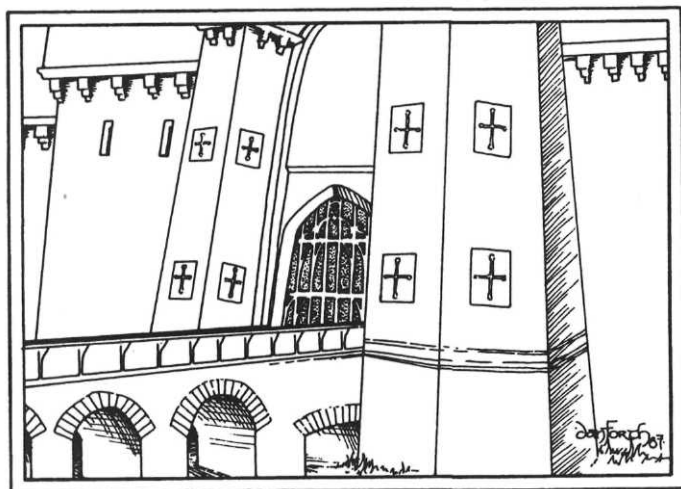


The feudalism of Dor-en-Ernîl, with its all-important connection between land ownership and blood lineage, encouraged and enforced the strict ethnic divisions among the inhabitants of the peninsula; by the same token, however, the erosion of feudal relations would disrupt or even erase these social distinctions. This threat was realized in the loss of feudal control over the town of Linhir in T. A. 1226. The emergence of the town, first as a haven for the royal fleet and later as the preeminent commercial center for western Lebennin, forced the local estates of the Glinduin valley to adapt to an economy quite different from and at odds with that of peninsular Belfalas.

While such changes did not directly undermine the nobles' claims to the land, they did provide many of their subjects greater opportunities for turning a profit from their labor, and so brought them a greater degree of leverage and control over their life, up to and including the abandonment of their lord's estate for a new life as an artisan in Linhir or as a freeholder in Lebennin. For though the common folk of Belfalas were subject to the authority of the prince and his retainers in many matters, they were not slaves, and could not under the Laws of Númenor be compelled into servitude by force, should they wish to live their lives under a civil or military jurisdiction other than that of Dor-en-Ernîl. This notwithstanding, the vast majority of Belfalas' rural population has been perfectly content to remain where it is, because of the security their lords provide in times of adversity.

Six Coentis clans have traditionally inhabited the mountains of Belfalas. Five of these, however, refused to take part in the Oathbreaking, renouncing Morthec as their king and joining the Dúnedain in the Last Alliance. The sixth, Morthec's own ancestral clan, fell under the curse of the Oathbreakers, and gradually dwindled and faded into obscurity (though it was still in existence in T.A. 1640). The remaining clans persisted through to the end of the Third Age, and were reckoned among the Danan Lin, despite the fact that their culture remained relatively untouched by that of the surrounding Dúnedain.

*Castle of the
Prince*



Politics and Power

Dor-en-Ernîl is the oldest feudal domain in Númenórean history; it is therefore not only the forerunner of the later feudalization of southern Gondor, but the archetype of the very concept of feudal power itself. What distinguished this grant from earlier Númenórean models of royal patronage was not its substance, but its legal form.

Without Edhelion's acceptance, Elendil and his sons would never have been acknowledged as the rightful rulers of Gondor, and so would have lacked the legal power to grant land to the nobility in the first place. Unlike the fiefs bestowed by future kings, Elendil's grant to Edhelion could not be revoked without seriously undermining royal legitimacy in the eyes of the Faithful.

Paradoxically, then, Edhelion's submission to the authority of his future king was at the same time an uncoerced, legally binding agreement enacted between political equals. The reciprocal quality of this deed, albeit under less "equal" terms, subsequently became the essence of power in Belfalas under the prince. The mutual obligations of alliance in war and friendship in peace imposed constraints on both the prince and his enfeoffed retainers, preventing either party from violating the oaths on which the continued legitimacy of their own claims rested.

When the prince enfeoffed one of his estates, he relinquished all rights to ownership of that land. At the same time, the landed knight was honor-bound to support the prince in all matters; and the fulfillment of his oaths ensured him that the land would remain in the possession of his lineage, never to be violated while his lord ruled at Dol Amroth. To be sure, these same idealized benefits were claimed for other forms of Númenórean rule; but the peculiar circumstances and position of the Prince of Belfalas rendered those benefits uniquely realizable in practice. The prince, after all, had the favor of the Lady of the Seas; and his authority was, moreover, on an equal footing with that of the kings. Few nobles could wish for a more auspicious situation.

The only true threat to the stability of Dor-en-Ernîl's system of land tenure could come from inheritance disputes among the eligible heirs to a given estate. In order to prevent the breakup of family estates, an essential component of the feudal oath is that an enfeoffed knight name only a single (male) inheritor to his estate, and that his remaining sons be sworn into the prince's service as household knights. In this way, the prince is able to satisfy the need for honor and status among the sons of the nobility without thereby jeopardizing the stability of the estate system. This policy also provided the prince with a self-replenishing military force, the possession of which ensured that no noble was ever capable of posing a military threat to Dol Amroth.

The Daen clans of the Ered Torthonion are officially subject to the prince, but in practice the clans are left to their own devices, so long as they pay an annual tribute (usually in the form of sheep or wool). Also, like the landed knights of Belfalas, the Daen are obligated to send a levy in support of the prince's war-host. With the exception of the War of the Last Alliance, however, the prince rarely called upon his Daen subjects to fulfill this obligation, save in times of dire need, such as Belfalas itself being threatened by a superior foe.

Warcraft

The core of Dor-en-Ernil's military prowess lies in its mounted knights, who are rivaled only by the Northmen for their horsemanship and are, in fact, the South-kingdom's only true cavalry. Although invariably at the forefront of Gondor's many wars, the knights of Belfalas are not a standing army, though they are quickly mustered. Because no landward military threat of any significance has ever existed for Dor-en-Ernil, the cavalry as a military company does not often take part in the defense of the peninsula itself (the latter being the traditional task of the prince's modest war-fleet). Due to Belfalas' self-contained nature under the rule of the prince, its army is more self-reliant than those of other Gondorian territories. For example, the prince never relied on the hiring of archers from Anfalas as so many other governors did, but would instead raise and train his own yeomen.

The cavalry of Belfalas, numbering as many as 400 knights, is supported by the prince's own regular infantry (garrisoned at Ost-en-Ernil, Naur Amrûn, and other fortresses controlled directly by the prince), which generally approaches 5,000 well-trained men-at-arms. In times of large-scale conflict, this infantry can be supplemented by a militia (raised by the knights) of 8,000. If summoned by the prince, the Daen of the Ered Torthonion could field up to 200 clansmen (which would fight in battle as a separate company and under its own leaders). The Dagorim Ernil also maintained small bodies of elite rangers, which rarely numbered more than three or four dozen men.

The principal threat to Belfalas has always been by sea, and the prince developed the maritime defenses of his domain primarily in response to the spread of Corsair warfare after T.A. 1634, though his family had possessed a small number of warships prior to the Kin-strife. Despite the manpower and raw materials available to them, however, the princes never rivaled the kings in the building of an offensive naval force. Instead, the fleet of Dor-en-Ernil was always designed with the defense of the peninsula in mind, emphasizing swift coastal vessels capable of negotiating the fiefs rugged coasts.

BENISH ARMON

(Sak. "Den of the Cat-thing")

Benish Armon is an ancient ruin in the Ethir Anduin which became the lair for a band of malevolent Maiar spirits: Tevildo, Prince of Cats, and his nine thanes. After Queen Berúthiel enslaved these spirits to her will, the site was transformed into a place of worship for a cult. While the spirits remained tied to the place by Berúthiel's spell of binding, Tevildo was able to draw upon his divine powers to shield Benish Armon from unwelcome outsiders, creating a magical barrier around the ruin and its environs so that it could not be found by an intruder.

The ruins of Benish Armon had originally been a Drûg site, abandoned when the latter were driven out by the westward-migrating Daen peoples. The site was occupied by the Danan Lin until the Downfall of Númenor, when the changing of the world altered the topography of the Anduin mouth, turning it into the marshy delta it has been known as ever since. The site was therefore once more abandoned. The Prince of Cats and his thanes made the site their lair soon after the Downfall, when the newly-formed Ethir was being settled by Sakalai, migrating up the ruined coast of Harondor.

CABED ARAHELEDH

See entry for IMLAD ARHELEDH.

CALEMBEL

(S. "Green Enclosure")

Lamedon's principal town is Calembel. It lies conveniently on a hillside east of the fords of Ciril, where people from all of Lamedon and the northernmost part of the Mornan can exchange goods with each other and with merchants from the capital. The town is essentially a trading post, and caters to the needs of the folk of Lamedon and the provincial government at Ost-en-Girilthir.

The affairs of the town of Calembel are managed by a council of twelve, elected from among the wealthiest townsmen on a yearly basis. The council does not have a great deal to do; primarily it collects market fees from those who visit Calembel to trade, is responsible for public construction, etc. For the most part, the council works closely together with the Lord of Lamedon who, from time to time, is invited to participate in council meetings.

Calembel had about 5,000 inhabitants before the Great Plague. The town has no walls, and its buildings cluster along the road from the fords to the castle above the town. Most houses are two-story structures, with a wooden top story, supported by the stone walls of the ground floor. The market square lies at the center, to one





side of Castle Road, and is surrounded by three-story buildings. This is the wealthy part of Calembel; the hovels of the poor are found on the outskirts of town. The town fringes also house trades which for various reasons are not tolerated in the central parts: smithies and potteries for the fire risk, tanneries for the smell, brothels for common decency.

Outside town on the way to the fords, the pens of the livestock market—"Sheep Market," in daily speech—are found. For three days of every second month, this area echoes with a bleating cacophony, as surplus animals are driven here from all over Lamedon.

CALENEITHEL

(S. "Greenwell")

The Caleneithel is one of the many streams that flow year-round from out of the Pinnath Gelin into Belfalas Bay. The Caleneithel, however, is unique in that its course runs through Dor-in-Edhil, watering the sacred grove of Eryn Laegol and emptying into the Morthond-Ringló estuary at Edhellond. Although the Caleneithel is deep enough to accommodate the light boats which the Silvan Elves use for crossing the stream, the bridge of Iant-in-Eilph near its confluence with the Morthond-Ringló prevents any rivercraft from passing up its course. Several swans—servants of Ulmo and friends of the Falathrim—inhabit the lower reaches of the Caleneithel, and can often be seen plying its placid waters. Between Iant-in-Eilph and the Rathon Gondor, no bridge or ford crosses the stream's path.

CALENHIR

(S. "Green Stream")

The Calenhir is a tributary of the River Morthond in Anfalas. It has its source in the eastern Pinnath Gelin, and empties into the greater river forty miles northwest of Glanhir. The Calenhir can be forded at its confluence with the Morthond, as well as at several other points along its seventy mile course, and is navigable only by flat bottomed boats as far as the village of Corgonin.

CALENHIROST

Quoth Findegil: *"The rustics of Anfalas seem to delight in devising new and ingenious ways to distort the King's Sindarin. We need not inform His Majesty of the laws governing consonantal changes in Sindarin, whereby an adjective such as calen 'green' becomes galen as the second element in a name, such as Tol Galen, the 'Green Isle' where Beren and Lúthien dwelt long ago. Of course such adjectives as calen retain their normal form as the first element in names, and we can only surmise that the good people of Galenhirost altered this name from its proper form Calenhirost on mistaken analogy with other local place-names such as Men Galen and Pinnath Gelin. If so, we find it regrettable that they should have overlooked the proper form appearing in the name of the river Calenhir but a stone's throw from their doorsteps."*

Calenhirost is the principal fortress of the eastern Pinnath Gelin. Rising from a hilltop overlooking the Calenhir, the fort guards the passage of the Men Galen as that road skirts the northern slopes of the Pinnath Gelin. The fort's commander is appointed by and subject to the Governor of Anfalas, and its modest garrison is supplied by the nearby agricultural village of Corgonin.

The fortress was constructed in T.A. 822 as part of the royal consolidation of Anfalas under Siriondil. The absence of any grave threats to law and order in the region, meant that Calenhirost's garrison was never enlarged; however it maintained itself throughout much of the Third Age, eventually becoming the seat of a local lord after T.A. 2050. The fief of Calenhirost encompassed all of the lands between the Lyghiril (known to local residents as Lhûghiril) and the Ram Galen, and retained much of this estate well into the Fourth Age.

CARADHRAM NURN

Sindarin translation of AUDUCAR NURN.

CARAGHIR

(S. "Tooth Stream")

The Caraghir is a tributary of the River Lefnui in Andrast, forty miles upstream from Annúlon. Its source is the Tum-i-Cereg, an ancient burial field of the White Mountains. For the greater part of its forty-mile course, the Caraghir is an unnavigable mountain stream; some ten miles from its confluence with the Lefnui, however, it is joined by a neighboring stream, which swells its course enough to make it passable by boats.

CARNEN

(S. "Redwater")

The Carnen is the only major tributary of the Harnen that lies downstream of the latter's confluence with the Ode Pezar. Its waters originate in valleys of the Ephel Dúath, flowing southwest until they mingle with the Malduin near Pin Hingren. The river then turns south until it joins the Harnen a few miles to the east of the Iant Harnen. Small boats can reliably navigate all year as far as Imlad Carnen and, in late winter to early summer, to the Malduin.

Along much of its 250 mile path, the Carnen has cut deeply into the surrounding land, carving a river valley from one to four miles across. Though not normally burdened with a heavy sediment load, most of what it does carry is eroded from red sandstone. Occasional heavy rains in the Ephel Dúath also wash great quantities of iron-laden dirt into the river. When this happens, the river runs red for its entire length, even coloring the waters of the Harnen after the two rivers join.

CEBERAS

(S. "Spike Peak")

Ceberas is the highest peak of the White Mountains, reaching an elevation of nearly 14,000 feet. This peak overlooks the field of Slaem Puchael on the northern face of the mountains but is visible, due to its height, as far south as Tarlang. Ceberas is capped with snow all year round, and its streams water the fields of Calenardhon beyond.

CELGALEN

(S. "Silver-green [River]")

The Celgalen is a river in Anfalas which flows south through the Pinnath Gelin to the sea. A bridge crosses the Celgalen at Serelond near its mouth, above which it can only be navigated by coracles and other small boats. The herdsmen of the Pinnath Galen often use the former to transport wool downstream to the capital at Lond Galen, taking only a day and a half to follow the fifty mile course of the river. During the early spring season, when run-off from the White Mountains overflows the Celgalen's banks, rendering river travel dangerous, the Men Galen, which follows the river course, may be used instead.

CELOS

(S. "Swiftly-falling River")

The Celos is one of the headwaters of the River Sirith in Lebennin. The Celos has several sources deep within the White Mountains. At one juncture of its mountainous path, the stream feeds a sluggish marsh, but is otherwise swift and dangerous to cross. The Celos is not navigable.

CHELKAR

(Har. "Sheltered Home")

The Chelkar is an upland region of northeastern Near Harad bordering on Harondor, Nurn and Khand where the air is less blazing hot than that of the lowlands. The Chelkar is centered on the river called the Ode Auchel, draining all the lands south of the Auducar Nurn and north of the rugged hills of the Ausk Dubat. The Ode Auchel is a lesser river than the Ode Pazar or the Harnen. Its green valleys are narrow, bordered by rolling hills and supporting small towns. A number of small streams flow into the Ode Auchel from the mountains, providing water to support riverine woodlands and herds of sheep, cattle, and goats. The streams also cut ravines that unmask ores and minerals for the miner.

Part of the Realm of Ard in the later Second Age, the Chelkar lay beyond the eastern bounds of Harondor during the Gondorian dominion over Near Harad in the mid-Third Age. When it is not troubled by Variag raids from the east or the ambitions of its own tarbs, the Chelkar is a reasonably prosperous realm placed at a meeting of many worlds. Depending on the whims of local rulers, Gondorians, Umbareans, Variags, Chey, Orcs, and minions of the Morgul-realm might walk here on equal terms.

CIRIL

(S. "Deep-cutting River")

The Ciril is one of the two main watercourses in the Lamedon vale, and is the principal tributary of the Ringló. The Ciril is fordable at Calembel, but its depth is nevertheless too variable to permit navigation by anything besides flat-bottomed boats. Above Calembel, the river is not navigable at all. Like all other major rivers of southern Gondor, the Ciril has its sources in the White Mountains.

CIRITH ARALANTHIR

Quoth Findegil: *"The local mountain-folk allege that Tar-Aliarion himself discovered this pass and its beautiful waterfalls, hence the name 'Pass of the Royal Waterfall.' This may be so, but we have observed during our travels that the provincials are wont to claim some royal connection for almost every last weed-choked creek and collection of crumbling cow-byres; and had Aldarion actually discovered but half the places claiming this distinction he would have had little time remaining to him for the ruling of Númenor."*

The Cirith Aralanthir is one of the two mountain passes of Andrast. The pass is named for a series of waterfalls which cascade down over several hundred feet from a small tarn adjacent to the pass, forming the headwaters of the River Engui (known to local residents as Enqui). Beyond the ridge overlooking the falls, the Cirith Aralanthir continues northwards through an enclosed mountain valley, and thence over an adjoining ridge into the heavily wooded valley of the River Lóreló (which empties into Belegaer on the northern side of Andrast).

CIRITH DUDHRANDIR

Quoth Findegil: *"As every schoolchild in Minas Tirith knows, informing Sindarin compound-words the juxtaposition of N and R becomes DHR; thus caran 'red' when conjoined with rass 'horn' becomes Caradhras 'Red-born', one of the famed mountains of Moria. Similarly, dún 'west' when conjoined with randir 'wanderer' properly yields dudhrandir, 'west-wanderer'. The form Dunrandir in the contemporary name of this pass erroneously retains the initial element in its original form, perhaps on analogy with the common compound Díunedain. We feel that this ought to be corrected, but we deemed it prudent not to broach the subject with the warden at Amrûnaur."*

Cirith Dudhrandir is the only major pass that transverses the mountainous peninsula of Belfalas. It is also the only mountain pass in southern Gondor that possesses a paved road, and so is of great strategic importance to the defense of the realm. Rising to an elevation of 5,800 feet, the Cirith Dudhrandir is also the longest pass in southern Gondor, stretching more than sixty miles from east to west, and nearly equaling the width of Belfalas itself. The pass was given its name in S.A. 3400, when Edhelion, then Captain of the Faithful in Pelargir, was granted the westward peninsula as a fief.





The Cirith Dudhrandir is guarded by the fortress of Naur Amrûn, and two knightly houses control the lands along the pass' eastern approach. The prince retains the western ascent of the pass (as far as Naur Amrûn) as his own estate. Travelers using the pass may find lodging in the courtyard of Naur Amrûn or (more rarely) as guests of one of the landed knights. There is an inn for travelers in the small village that lies on the prince's land west of Naur Amrûn.

CIRITH DUNRANDIR

See entry for CIRITH DUDHRANDIR.

CIRITH IAUR

(S. "*Old Pass*")

Cirith Iaur is a mountain pass in the Ered Nimrais west of the Lefnui and opposite the wild region known to the Dúnedain as Drúwaith Iaur. Following the course of the Ramanen stream, Cirith Iaur crosses over a low-lying ridge into the fens and woodlands of the Iaurló west of the White Mountains. It is possible that the element "Iaur" refers not to the land beyond the pass, but rather to the fact that this may have been the first pass into the Nan Lefnui which the early Númenórean explorers discovered as they forged eastwards from the coasts of Enedhwaith.

CIRITH NIMRAIS

(S. "*Pass of the White Horn [Mountains]*")

Cirith Nimrais is the most prominent and accessible pass through the White Mountains, joining northern and southern Gondor. Situated north of the Nan Lefnui in Hairaverkien, the pass divides the mountains along the course of the Nimthond, where the Ered Nimrais turn south and west to form the Andrast. It was through this pass that the ancient Daan Mor, fleeing the destruction of Beleriand, entered into the lands of southern Gondor.

Despite its historic importance, however, the Cirith Nimrais has never been a significant geographical feature for the later realm of the Dúnedain, both because of its obscure location with respect to the main Númenórean settlement of southern Gondor, and because it never formed a border with any political or military threat to the South-kingdom. Consequently, the men of Gondor never made any attempt to guard or build a road through the natural mountain pass. Nor was Cirith Nimrais used frequently by travelers, save the Daen and Drughu of Andrast, because of the untamed and perilous wilderness surrounding it.

CIRITH NURN

(S. "*Pass of Nurn*")

This ancient pass, while hidden in a rugged and dangerous knot of mountains, has played an important role in the history of Harondor and Middle-earth. In the mid-Second Age, it was through the Cirith Nurn that Sauron's minions came south to establish his influence in Harad. Trade with the Haruze realms and corrupt Númenóreans in Harondor added to his store of lore and wealth; by the Third Age, the pass served as a conduit to lands farther south, from which originated the bulk of Mordor's trade with civilized peoples. After centuries of struggle, the Dark Lord's servants eventually drove the Gondorians from their southernmost territories and seized control of all of Near Harad. Both before and after this long campaign of conquest, the Dark Lord's messengers and warriors passed regularly through the Cirith Nurn.

The Cirith Nurn makes the passage of the Caradhrum, the southern Ephel Dúath, at its widest point, through the volcanic knot of mountains called the Garmagoum (Nûr. "Big Smoke"). It is also the source of the headwaters of the Harnen, as numerous small mountain streams combine in the Cirith Nurn to form the great river. The largest of the source streams are both sweet and pure. The eastern half of the Garmagoum was, as the result of some cataclysm in the ancient past, thrust up and away from the western half. The defile formed by the rupture filled in with lava and shattered rock, but it still allows cart and camel traffic to pass through the mountains any month of the year.

The Cirith Nurn, while not the most dangerous of mountain passages, is certainly one of the most exotic and mysterious to the men of Gondor. It can be reached from the south from Oud Ilaz, along the ancient road called the Irit Nurn, from Harondor in the west along the Men Dirnen and dangerous mountain trails, and from the southeast from Deshgar (Har. "Willow Home") in the Chelkar.

The Irit Nurn is the primary approach to the Cirith Nurn from the south. While not paved, it is quite passable as mountain roads go. At the mouth of the Cirith Nurn, just where the Irit Nurn climbs into the high peaks, there are mountain forests, flowered pastures, and no less than three active volcanoes in plain sight. All around the traveler lie eroded spires of reddish sandstone and twisted knots of black and grey lava rock. Sauron ordered a fortress built here soon after his disastrous war with the Elves and Númenor in the mid-Second Age, but it was an ill-starred place. Repeated earthquakes and volcanic eruptions left the structure looking rather squat when it was

finished. In the twenty-fourth century of the Second Age, the fortress Tegormaglûr (Nûr: "Fearful Smoking Tower") was put in the control of the Realm of Ard, ruled by the Ringwraith Adûnaphel. When she fled into Mordor after the surrender of Sauron in S.A. 3262, a volcanic eruption leveled Tegormaglûr and blocked the Cirith Nurn for almost a decade.

The pass fared much better after the fall of Sauron in the War of the Last Alliance. The Tisgilm, a family of Haruze fezzirin sworn to the service of the Taskrals of Amrûn, built a new keep in the pass, further down the southern slopes. The Tisgilm dabbled in magic and were reputed to be somewhat mad, but they did well enough over the years, swearing allegiance to whichever Haruze power controlled the Rak Chelkar. Civilization in Nurn collapsed in the aftermath of Sauron's fall, so the Cirith Nurn was not nearly as important in the mid-Third Age as it had been in the Second. Nevertheless, when the last of the Tisgilm died mysteriously in T.A. 1091, an order of Gondorian knights sent a company out from Ithilien to take over the Tisgilm keep and establish some rule of law in the area.

No Haruze king dared quarrel with these interlopers so soon after the great victories of the Ship-kings, so the new castle and monastery, Minas Airenaréva (Q. "Tower of Holy Fire"), stood virtually untroubled for five hundred years. This easternmost outpost of imperial Gondor never sided with Castamir during the Kin-strife. As an unimportant site on a distant frontier, Minas Airenaréva was forgotten by its founding empire. Its residents were eventually considered somewhat crazy; several of them had fallen into the habit of talking to the volcanoes that stood guard over the pass, and it was rumored among the superstitious that the mountains sometimes answered back. Not until T.A. 1650 did a Haruze king send an army to demand the surrender of Minas Airenaréva. The members of the order fought to the death and died in the flames of the tower's destruction.

The Haruze built anew on the site of Minas Airenaréva, and their monarchs continued to have the rule of the place for the rest of the Third Age. With the passage of time these lords came more and more to be slaves of dark cults. The name of Tegormaglûr was given to the fortress again, and it became a fearful place. With the open rise of Sauron again in the late Third Age, the Cirith Nurn became a major road for the passage of soldiers and supplies into Mordor. It was said that Aragorn, during his years in Gondor when he was known as Thorongil, passed through the Cirith Nurn, but what he gained from this daring exploration is unclear. After the second fall of Sauron in T.A. 3019, both Nurn and Near Harad became independent realms. The Cirith Nurn was no longer of great strategic importance; it became a path for peaceful commerce.

CORGONIN

(S. "Circle of Stones")

Corgonin is a small town that lies beside a tributary of the River Morthond in the eastern Pinnath Gelin. It is a major collecting point for the Mesta droves during winter-time. For this reason, the wool trade is important, and during spring a large part of the population, as well as many of the peasants in the neighborhood, are engaged as shearers.

Most of Corgonin's houses are small, rising only one or (rarely) two stories over unpaved streets. There is a small market on the main square once a week. After the sheep-shearing, there is a fair with non-local traders. This fair is held outside the town to the north, since the main square cannot possibly hold all the people and stalls.

Corgonin gets its name from a place of mystery: on a small knoll nearby the town stands a square-cut obelisk of black stone. It is about twenty feet tall, and there are no signs at all on its four faces. It stands in the middle of a circle of twelve other menhirs of ordinary grey rock. These stand thirty feet from the black stone and are roughly cut, each between ten and twelve feet tall, and as unmarked as their centerpiece. In front of the black obelisk, there is a stone slab, two feet square.

According to the locals, the stones have always been there. No one can tell anything for sure, but there are rumors that they are magical in some way or another, or that they were erected by the Dark Lord in his great war with the men from the West. In any case, the place is generally avoided, only visited when sheep have strayed into the ring.

The purposes and origins of the stones are unknown, and there are no signs of anything magical, despite the local rumors. In fact, if a traveler dares to camp inside the circle, nothing supernatural transpires. Since the place is holy to the Orodbedhrim, some young brave might try to avenge the sacrilege, if he can do so without being caught.

Note: *The obelisk's association with Orodbedhron religious scruples suggests that it is of a late origin, given the fact that the Orodbedhrim did not emerge as a distinct ethnic group until the time of the Ship-kings in the eighth century of the Third Age.*





CÛM ARELAIDH

(Du. "Vale of Stone Burials")

Quoth Findegil: *"The earlier name for Cûm Arelaidh was Umb Dolen. According to the learned work of Lambir the Wise, the word umb 'vale' in this name was borrowed by early Númenórean explorers from the Daenaël speech spoken of old by the Men of the White Mountains. Umb is only found in a few provincial place-names of very ancient lineage; in names of more recent origin, umb has been supplanted by cûm, a word from the modern Dunaël tongue descended from the ancient ancestral Daenaël. Lambir also proposes that both umb and cûm are distantly akin to Quenya tumbo 'valley' and Sindarin turn, though we find the suggestion of any connection, however remote, between the noble Elven-tongues and the crude jargons of the mountain-folk to be distasteful."*

Cûm Arelaidh is a vale of the White Mountains just west of the Lefnui. This desolate and isolated valley serves as a place of burial for the Daen Lintis of Hairaverkien, who have erected numerous standing stones to mark the sacred ground. However with the exception of a single barrow mound marking the grave of an eponymous ancestor, the graves of the dead have taken the form of catacombs delved into the surrounding mountains. This is not a common practice among the Dunir of Andrast, and reflects the Coentis origins of Hairaverkien's clans. To the Dúnedain, the vale is known as Umb Dolen.

CÛM TARAN

(Du. "Vale of Thunder")

Cûm Taran, so named because its great elevation frequently brings thunder clouds near to the earth, forms part of the highland plateau at the center of the Belfalas peninsula, enclosed by the two great arms of the Ered Torthonion. Divided from the larger Nan Roechbin by a secondary mountain ridge, Cûm Taran serves as the sacred ground and barrow field for the five Daen clans of the Ered Torthonion that remained true to the Dúnedain during the War of the Last Alliance, and so escaped the curse of the Oath-breakers.

Each clan possesses a single, great barrow, containing the remains of the headman to whom it traces its lineage, surrounded by numerous lesser or unmarked, common graves for the members of that clan. Like all burial places of the descendants of the Daen Coentis, the barrow field of Cûm Taran dates back only to the beginning of the Third Age (since, prior to that time, Lugh Gobha had always functioned as the principal site of burial). Because of the site's origin and the clans' implicit renunciation of their ancestral loyalty, the one surviving Oathbreaker clan of Belfalas does not possess a barrow site at Cûm Taran, preferring instead to identify itself with the site of Galibur, whence the first King of the Mountains had his ancestry.

Because the whole of the vale is considered to be sacred ground, none of the clans has a permanent campsite there (though one of the five grazes its sheep along the mountain slopes on the eastern rim of the valley). Three circles of standing stones mark the boundaries of the sacred

ground, and one of the beacon towers of the prince is perched upon the low ridge separating the valley from the Nan Roechbin to the north. Several abandoned mine shafts punctuate the mountain walls of Cûm Taran, attesting to earlier exploitation of the region by the ancient Daen Coentis.

DIN-LAMEDON

Quoth Findegil: *"The locals gave us the name 'Aug Lamedon' when describing this gap. The word aug 'gap' does not occur in Sindarin as it is properly spoken in Minas Tirith. As Lambir the Wise tells us, aug is a word of purely local usage in Lamedon, being borrowed of old from the Daenaël tongue of the Men of the White Mountains. Lambir supposes this word may be distantly akin to Sindarin ag 'narrow' as in Aglon 'the Narrow Pass' though we find this doubtful. The proper form, and the one most often used east of the Gap in Dor-en-Ernîl, is Din-Lamedon."*

The Din-Lamedon is the only major break in the Ered Torthonion north of the Belfalas peninsula, and is the principal route taken by travelers passing between Lebennin and the Lamedon vale. In addition to serving as a highway for travel, the gap also defines the northern limit of Dor-en-Ernîl. The prince is responsible for defending the gap, and for maintaining that arm of the Rathon Arat which runs through it. Several small manorial estates dot the region surrounding Din-Lamedon, and fortified towers guard its eastern, western, and northern approaches. All travelers making use of the gap who are not servants of the king must pay a toll to pass. Although this tax is collected by one of the local knights, the money is designated exclusively for the upkeep of the road and its fortresses.

DOL AERROCHBEN

(S. "Hill of the Sea-knight")

Dol Aerrochben is an islet off the northern tip of Tolfalas. This islet possesses a fortification that houses the Master of the Straits, the royal officer responsible for guiding ships through the nearby narrows. The master's three rugged ships rescue shipwrecked seamen and brave vicious storms in order to deliver urgent messages to the mainland. A beacon stands adjacent to Dol Aerrochben, a few miles from the northeastern most point of the main island. Even amidst the roar of the sea, the lights and bell-tolls from this beacon easily reach the great twin tower that commands the summit of Dol Aerrochben.

The towers and beacon of Dol Aerrochben were established by King Eärnil I in T.A. 915, soon after Tolfalas had become a royal ward, in order to accommodate the greater frequency of maritime traffic that had emerged under his predecessor, the first Ship-king, Tarannon Falastur. Dol Aerrochben was not abandoned with Gobel Tolfalas and the rest of the royal installations on the island, but was maintained by the Lord-captain of Linhir as an outpost for patrolling the straits against Corsair incursions. It was annihilated during the Great Raid in T.A. 1634, but was reestablished during the T.A. 1810-1940 period, abandoned again in T.A. 2050, and permanently reestablished in F. A. 52 by Prince Imrahil of Belfalas.

DOL AMROTH

(S. "Amroth's Hill")

Dol Amroth is a rocky promontory on the western coast of Belfalas named after the Sinda lord Amroth, who founded Tirith Aear upon its cliffs during the mid-Second Age. Later, after Belfalas was given as a fief to Edhelion and his descendants, the name was extended to refer to the entire Númenórean settlement of the promontory, both Ost-en-Ernîl and Lond Ernîl, the haven-town that grew up around it. When reference was made only to the town and not the castle, "Lond Ernîl" was used instead. (For detailed descriptions of Lond Ernîl and Ost-en-Ernîl, see Sections 6.2 and 7.5.)

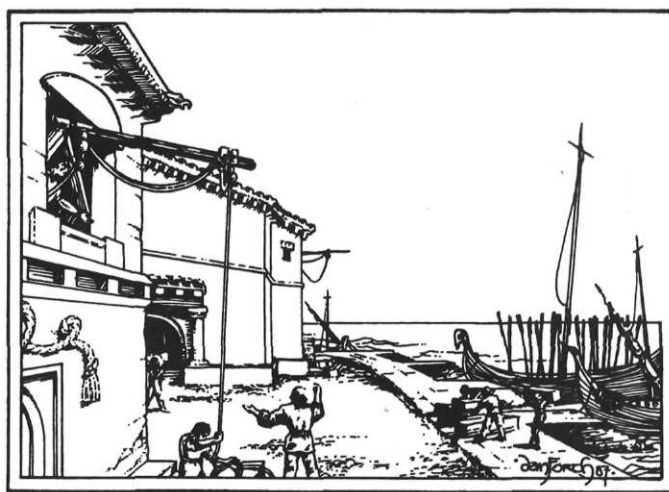
History

Foreseeing the new threat posed by Sauron to the Elves, Amroth, son of Amdîr of Doriath, caused a mighty fortification to be raised on the rocky promontory overlooking Lond Cobas, in order to bar any host out of Mordor from laying siege to nearby Edhellond. This citadel was completed in S.A. 1620, and Amroth named it Tirith Aear, the Sea-ward Tower. Amroth dwelt there with many of his people (though the majority still resided at Edhellond, to which the tower was joined by the natural haven at the foot of the hill that thereafter bore his name).

In S.A. 3400, after the Downfall of Númenor and the foundation of the Realms-in-Exile, Edhelion of the line of Imrazôr, Captain of the Faithful at Pelargir, was granted the peninsula of Belfalas as a fief by Elendil. Edhelion established his dwelling place on the summit of Dol Amroth, beside the Tirith Aear, and founded the haven of Lond Ernîl below. As the first Prince of Belfalas, Edhelion chose this location because of his line's ancestral friendship with Cîrdor's people. The massive fortification of Ost-en-Ernîl and the building of the haven took more than fifteen years to complete. Together, the works of Amroth and Edhelion created the strongest fastness of southern Gondor.

The fortifications were not tested during the War of the Last Alliance; but the death of Amroth's father in that battle drove the Sinda lord to take up the rule of Lórien in the north, surrendering the guardianship of Tirith Aear to his longtime allies, Galadriel and Celeborn. Upon her arrival at Tirith Aear, Galadriel commissioned the construction of a great Sea-bell and beacon, commemorating Sauron's defeat at the hands of the Last Alliance. This work was completed in T.A. I, becoming a legendary aid to mariners and a source of undying fame for Edhelion and his descendants.

Tirith Aear and Ost-en-Ernîl underwent little architectural change during the remainder of the Third Age. Galadriel and Celeborn resided in the Sea-ward Tower until the year T.A. 1982, after Amroth, fleeing the horror of the Balrog in Moria, placed the folk of Lórien in their care. Galadriel, in turn, entrusted Tirith Aear to the Prince of Belfalas, whose line took custodianship of it from that time onward.



The Land

Amroth's hill is an awe-inspiring sight. Its white cliffs rise out of the tumultuous waters of Belfalas to a sheer height of 2,600 feet, before tapering off at a still-precipitous slope to the summit of the hill, nearly 3,500 feet above the waves, where the unassailable Castle of the Prince stands. No less awesome is the Tirith Aear, perched atop the very tip of the promontory. Although founded upon a rocky shelf less than halfway up the height of the cliffs, the tower itself rises 350 feet, making it the tallest fortification in all of southern Gondor.

The gentler northern face of the promontory shelters the populous haven of Lond Ernîl, which is delved and terraced into the solid granite of the hill. Fresh water is supplied to Dol Amroth through a subterranean aqueduct, which originates in the nearby mountains of the peninsula and whose waters find their way into Lond Ernîl by way of several exposed rivulets. The ridge of the promontory runs eastward to a narrow neck of cliff which joins the peninsula to the mainland. This ridge is crowned with a fortified road, the terminus of the Men Ernîl, which also defines the boundary of the haven. A wall and strong gate block all landward approaches to the promontory.

Flora and Fauna

Because of its precipitous character, Dol Amroth affords little space for an abundance of animal or plant life. Nevertheless, the rocky promontory is not wholly barren. Countless gulls nest in the cliffs of the hill—especially on its southern face—and seals sun themselves on the rocks below. Due to its topography, Lond Ernîl lacks the necessary open space to sustain animal husbandry (fish being the main food staple for the commoners). Only the citadel's baileys can contain livestock of any size, but that does not create a problem, since the prince's tables are supplied primarily from the adjoining mainland.

*Quays of
Dol Amroth*



The only notable vegetation occurs above the edge of the cliffs, where the ground becomes more level. Here, the prince maintains spacious pleasure gardens, which contain many rare species transplanted from Númenor or Elven country, and serve as a home to the fabled *kirinki* and other songbirds. There is also a small open pasture for horses. But the summit of Amroth's hill also possesses, here and there, mighty pine trees, whose seeds were brought from the high reaches of the Ered Torthonion. These massive pines are a wonder to behold, and are rumored to be the tallest in all of southern Gondor.

The Inhabitants

Although Amroth's hill has been a home to many of the great among the Eldar during the Second and Third Ages—even Galadriel herself—the Elves have for the most part kept to themselves, dwelling only in the Tirith Aear and having little contact with Men (save for their friendship with the Prince of Belfalas). Ost-en-Ernîl, on the other hand, is primarily inhabited by pure-blooded Dúnedain in the service of the princely house.

Since much of Lond Ernîl is oriented towards sustaining the prince and his court, there is a constant traffic of people between the castle and the haven below, but because the nobility of Belfalas do not actually reside at Dol Amroth on a permanent basis, the latter's population is largely military in character. When considered separately from Lond Ernîl, Ost-en-Ernîl is essentially a garrison.

Politics and Power

Ost-en-Ernîl is the household of the Prince of Belfalas, and is ruled as such. The castle grounds are placed under the supervision of a warden. This warden is sometimes chosen from among the prince's family, but more often than not the office is assumed by a trusted household knight. In times of war, the warden organizes and oversees the defenses of the citadel, though in peacetime the castle garrison operates under the authority of its own captain (also a senior household knight).

The Steward of Belfalas, who usually resides in Ost-en-Ernîl, sometimes takes a hand (when unoccupied by other affairs of the fief) in the governance of the citadel. His role, however, is one of coordinating the activities and decisions of the warden with other important officers of the prince. The steward has the right to act as the prince's counselor regarding the castle, though normally he will defer to the wisdom of the warden. In all decisions, the prince himself has the final say.

Warcraft

The garrison of Ost-en-Ernîl is housed in the towers that enclose the citadel's two baileys, and is distinct from the town guard of the haven (though in time of war the two companies are placed under a single authority). Although the prince's household knights ride with him to war, the bulk of Ost-en-Ernîl's garrison is stationary, and

its sole task is the defense of the castle and haven. Ost-en-Ernîl's peacetime garrison includes: one senior knight (besides the warden); fifteen household knights and their esquires, who are always at the prince's call; twenty-five to thirty-five knights with their esquires serving their garrison duty; two hundred yeomen, led by ten lieutenants and three captains; and three hundred men-at-arms, led by fifteen lieutenants and three captains. The retainers number between three and four hundred. During wartime, several thousand troops can be housed within the walls for months—assuming Ost-en-Ernîl is well provisioned. The garrison can survive indefinitely if supplied by ships.

DOR-EN-ERNIL

(S. "*Land of the Prince*")

The name given to the peninsula of BELFALAS by Elendil in S.A. 3400, confirming it as the feudal possession of Prince Edhelion and his successors.

DOR-IN-EDHIL

(S. "*Land of the Elves*")

Dor-in-Edhil is a common expression among the Men of Gondor for the Elven haven of EDHELLOND and the sacred grove of ERYN LAEGOL, which define the boundaries of Elven habitation. The Faithful use "Dor-in-Edhil" as a way of acknowledging the independence of Círdor's folk from the authority of the mortal kings and rulers of southern Gondor.

DUNHARROW

(Ro. "*Heathen Fane on the Hill*")

Rohirric name (post-T.A. 2510) for SLAEM PUCHAEL.

DWIMORBERG

(Ro. "*Haunted Mountain*")

Rohirric (post-T.A. 2510) translation of OROD FAEREN.

EÄROST

See entry for AEROST.

EAST MARCH

Known as the East March, the eastern district of the Gondorian province of Harondor lies east of the Malduin and lower Carnen, and west of upper Harnen. It was the last part of Harondor subdued by Gondor in the ninth century of the Third Age. Because the land was less amenable to cultivation, it saw the least amount of Gondorian settlement. Those that did settle there typically lived along the Malduin, Carnen, and Harnen river valleys. Most of the Haruze population of the East March dwelt along the southern and southeastern borders of the district, near the Harnen. The East March was governed from Imlad Carnen, situated atop the southern bluffs overlooking the Carnen, some fifty miles above its confluence with the Malduin.

ECHORBEL

(S. "Encircling Fence")

Echorbel is the name given by the Dúnedain to the hills and rugged terrain forming the outer edges of the Harondor uplands. In common usage, they are spoken of separately: the Emyrn Laer in the north, the Emyrn Imladrim in the south, and the Emyrn Annûn in the far west. The central plateau they enclose, some 1,500 to 2,000 feet above the surrounding lowlands, is the Aegardh. The Echorbel, at its eastern margins, merges with the jumbled foothills and jagged ridges of the Ephel Dúath.

EDHELLOND

(S. "Elf-haven")

Edhellond is uniquely the only non-Mannish settlement in southern Gondor. Originally founded as "Lond Duilin" at the mouth of the Morthond-Ringló during the late First Age by Falathrim fleeing from the power of Morgoth in Beleriand, Edhellond came to be one of the chief havens for Elves departing Middle-earth into the West, until its last ship departed in T.A. 1981. From the time of its founding, Edhellond has served as a dwelling place for some of the mightiest of the Eldar in Middle-earth; and though the Elves were for the most part estranged from mortal Men during the Third Age, nevertheless the aura and memory of their presence has had a profound effect on the fortunes of southern Gondor. (For a detailed description of Edhellond, see Section 6.4.)

History

In the year 474 of the First Age, Morgoth's hosts overwhelmed and destroyed the havens of the Falathrim in Beleriand, forcing Círdan's folk to flee southward. One company, led by Círdan's son Círdor, sailed farther than the rest, and at last entered the sheltered waters of Lond Cobas, opposite the mouth of its rivers. Because of the enduring threat of Morgoth in the north, Círdor sought out a defensible site where he might build a fortified refuge for his people. Círdor chose to found this refuge upon a rocky islet near to the western bank of the river mouth, and he named it Lond Duilin (S. "Haven of the Rivers").

During the beginning years of the Second Age, after the threat of Morgoth had been vanquished by the Valar in the War of Wrath, Círdor's haven was enlarged by many Sindar coming from the wreck of Beleriand. These were the refugees from Doriath, and were led by Amdír and his son Amroth. Because of their enmity with the sons of Fëanor, Amdír and his people had refused to acknowledge the high kingship of Gil-galad over the Elves of Middle-earth, and had wandered south in search of a dwelling apart. Because of the ancient friendship between the Falathrim and Sindar of Doriath, Círdor welcomed Amdír's folk, joining them to his own.

With the aid of the Falathrim, the Sindar built houses for themselves on the river bank opposite the fortification of Lond Duilin, and eventually constructed a larger and more permanent haven, which they named Edhellond. Since the threat of Morgoth was no more, the greater part of the ship-building Falathrim and the woodland Sindar chose to live side-by-side on the western bank, maintaining Lond Duilin as a secondary refuge only in times of need; thereafter, both settlements were referred to collectively as Edhellond. Despite Amdír's distrust of Gil-galad, there was much contact between Edhellond and the Grey Havens of Lindon. Along with its sister haven to the north, Edhellond came to serve as one of the principal points of embarkation for Elves desiring to leave Middle-earth for the Undying Lands, and Círdor was its chief shipwright.

In S.A. 1780, following the war between Sauron and the Elves in Eriador (in which both Círdor's and Amdír's people participated), Celeborn, Amdír's kinsman in Lindon, persuaded the latter to take up residence in Lórien, over which he became king, leaving behind Amroth his son to care for the remnant at Edhellond. Years later, after the War of the Last Alliance took the life of Amroth's father, the Sinda prince departed the haven to assume his father's lordship over Lórien.

The Elves of Edhellond gradually dwindled, as more and more departed into the West. The last great wave of departure took place in T.A. 1981, when the wakening of the Balrog in Moria drove many of the folk of Lórien southwards. Amroth himself was among their number, seeking to escape Middle-earth with his beloved Nimrodel. When Amroth came to Edhellond, he went first to Galadriel and Celeborn, who were then dwelling in Tirith Aear, the Sea-ward Tower which he himself had built so many centuries past. Amroth bade his trusted allies to take up the lordship of Lórien in his stead, as they were the greatest of the Eldar now remaining in Middle-earth.

With the departure of its last ship, Edhellond lay empty and forsaken, but in the following year, with the union of Imrazôr the Númenórean and Mithrellas, the Elven handmaiden of Nimrodel, Lond Duilin at least was occupied and maintained by the prince's men. The ancient grove of Eryn Laegol itself was left untouched by the Dúnedain, and it retained its Elven beauty even into the Fourth Age.

The Land

Edhellond and its encircling woodland of Eryn Laegol are collectively known to the Men of Gondor as Dor-in-Edhil, (or "Elvenland"). Watered by the Caleneithel from the Pinnath Gelin, the Eryn Laegol forms a gently sloping valley on either of the stream's banks, until the latter reaches the Morthond-Ringló estuary just above Edhellond. The woodland extends north and westward from the haven for between fifteen and twenty-five miles.





Enriched by seedlings rescued from Beleriand, the Eryn Laegol is an Elven wood in the truest sense of the word. Its animal life is also plentiful, and wildlife population growth is carefully monitored by Bladorthin's folk, so that the forest and the Elves may live in harmony with one another. The swans of Ulmo are a unique species that glide along the Caleneithel and the waters of the great estuary beyond.

But most notable of all the region's natural glories are the gwingyrm (S. "spindrift-trees"), which Ossë first gave as a gift to Círdan in Beleriand. These are the trees which the Falathrim fell solely for the purpose of building their beautiful swan-ships. The gwingorn is so-called not only because of its association with the sea and shipbuilding, but also because in the springtime it bursts forth with great clusters of tiny white blossoms that resemble the foam flying off of crested waves. Gwingyrm are evergreens and their silvery trunks grow to a height of up to a hundred feet; their leaves are broad and five-pointed, and are often used for making garlands.

The Inhabitants

There are four distinctive groups of Elves residing at Edhellond during the Third Age: the Falathrim of the Falas (under Círdor's leadership), the Sindar of Doriath (originally under Amroth's authority), the Silvan of Mirkwood (led by Bladorthin), and the Elven companies of all kindreds sojourning at the haven in route to the Undying Lands. Each of these groups excels in certain skills by which its members contribute to the well-being of the haven.

The Falathrim are the legendary shipwrights and mariners of Edhellond. They alone possess the secret of crafting ships capable of withstanding the journey to Aman, and are therefore the "gate-keepers" of Elven pilgrimage into the deathless West. The Falathrim are devoted to their work, and are always the last to depart the haven, remaining in Middle-earth as long as they can to assist their kindred in their difficult journey.

The Sindar assume the task of maintaining the day-to-day life of Edhellond, providing many essential skills necessary for the support and upkeep of the haven and its inhabitants, from the preparation of food to the weaving of garments. In times of war, the Sindar also make up the greater part of Edhellond's war-host, being experienced in both land-based and seaborne combat. Finally, many of the Sindar are repositories of knowledge, having spent much of the First Age in the Caves of Menegroth, rich in ancient wisdom and lore.

The Silvan Elves of Mirkwood are the guardians of the wooded groves that encircle Edhellond. Bladorthin's folk are the hunters and scouts of Círdor, and are often sent out to assist sojourning Elves in finding their way safely through the lands of southern Gondor to their destina-

tion. Accustomed to the trade between their own folk in Mirkwood and the men of Lake-town and Dorwinion, the Silvan Elves of the haven are most often chosen by Círdor to treat with Edhellond's mortal neighbors, and they oversee the shipments of grain and other gifts from the princely house of Belfalas.

Finally, there are the wandering Randir companies that pass through Edhellond on their westward journey. Their numbers fluctuate greatly over time, as they may tarry at the haven for a number of years (depending on how long it takes for the land to yield the special timber needed for the crafting of such a ship). During their stay at Edhellond, sojourning Elves will normally join in the activities of their closest relations among the Kindreds residing at the haven.

Politics and Power

The haven of Edhellond (and the Tirith Aear on Dol Amroth, when inhabited by the Elves) is the only settlement within southern Gondor not under the power of the Dúnedain. Indeed, unspoken tradition holds that reverence and respect for the Eldar are essential to the well-being of the realm (since these virtues are universally believed to have been one of the reasons the Elendili were spared from Númenor's Downfall). The respect shown to Círdor's folk attests to the conviction of the Dúnedain that the avoidance of any impingement on the affairs of Edhellond is part of what it means to be "the Faithful."

As for the governance of Edhellond itself, Círdor is the acknowledged master of the haven. He does not, however, lord it over the inhabitants as would a mortal ruler; rather, as is traditional with Elven society, authority inheres according to a kinship-based hierarchy, centered upon the patrilineal household of the kindred from which they derive: Falathrim, Sindar, or Silvan. Each of these groupings is presided over by the eldest or most respected member (usually, though not always, a male). Each of these leaders mediates disputes that may arise among their own kindred, whereas the leaders themselves give counsel to Círdor (who leads the Falathrim) on matters that affect the haven as a whole.

Warcraft

Although Lond Duilin, the forerunner of Edhellond, was founded as a refuge in time of war, the Elven community has had little need to concern itself with martial matters (these having been left, for the most part, to Amroth in the establishment of the Tirith Aear). With the Dark Lord vanquished at the close of the Second Age, Círdor's folk were left with no foes against which to protect themselves. Their surrounding Númenórean allies were masters of the mightiest realm in all of Middle-earth, and Lesser Men feared them too greatly to seek their harm. Only the sea-power of Umbar—and only when it was subject to the direct will of Sauron—posed any significant threat to Edhellond's security.



This is not to suggest that the Eldar of Edhellond were ever unskilled in the ways of war—far from it. Many of those that attached themselves to Círdor's folk had participated in the wars of Beleriand, or had come from ever-darkening Wilderland. Due, however, to the fact that concerted defense of the haven was an infrequent and irregular affair, the Elves of Edhellond never developed a formal military structure, apart from those traditional, kin-based arrangements that were already customary to its inhabitants.

On only two occasions have Círdor's folk ever joined forces with the Dúnedain for the purpose of open war, and then only because the foe posed a common threat to all of the Free Peoples. The first of these was the War of the Last Alliance. In that epic conflict, Amdír and Amroth led the Sindar by land to the Battle of Dagorlad, whereas Círdor himself led the ships of the Falathrim to the riverborne defense of Pelargir, both forces achieving deeds of great renown. The second and final war in which the Elves of Edhellond were to stand alongside the Dúnedain was the struggle to liberate Arthedain from ultimate annihilation by Angmar in T.A. 1975. In this conflict, the hosts of Edhellond were borne by Círdor's ships to the aid of Imrazôr at Vinyalondë, after which they marched, side-by-side with the prince's army, to the Battle of Nenuial, cutting off the escape of the Witch-king's defeated forces.

EITHEL TÚRIN

(S. "Túrin's Well")

This sleepy town of several hundred is situated halfway between Methir and Barad Harn. It was founded in T.A. 932 by Gondorian veterans who had been wounded in fighting the Haruze and Umbareans. Little trade passed through the town along the Men Falas, and even less from the few ships to call at the town dock. Following the Kin-strife, most of the population turned to smuggling and the town's fortunes improved. A few of Eithel Túrin's leading citizens ran a local contraband trade in luxury goods obtained from the havens and cities of Ethir Harnen.

When Eärnil II abandoned Harondor, he retained control of the coast between Barad Harn and the Poros. The town received a wall in T.A. 1945, along with an improved harbor, a small garrison, and a pair of patrol boats. Yet all of this did little to deter Umbarean and Haruze raiders, who burned it a dozen times. Still the kings rebuilt the town after every raid. Shortly after the fall of Barad Harn, Eithel Túrin was attacked again and was finally abandoned.

EITHEL ULMO

(S. "Ulmo's Well")

The Eithel Ulmo is one of the three principal holy sites for the Dúnedain of the Pelargirean League. While its counterparts—Imrazôr's Hallow and Mount Mindolluin—both stand upon the borders of southern Gondor, Eithel Ulmo is situated in the spiritual and political center of the land: Pelargir (and had, in fact, been

one of the principal factors governing that haven's placement). Eithel Ulmo was a dwelling place for the presence of the Lord of the Waters; and when Ulmo drained its waters on behalf of Vëantur in S.A. 2331, the now dry well revealed a vast grotto of wondrous design, which was subsequently delved to become the Hall of the Faithful. But Ulmo preserved a small pool of water in the lowest grotto whence the Captain of the Faithful might go for the purpose of contemplation and counsel. The Eithel Ulmo continued to serve this purpose until the sudden and unforeseen deluge of the Hall in T.A. 1450. Yet Ulmo's presence was still held to linger in those waters, watching over and giving inner solace to the Faithful through the many evils that were to visit them in the course of the age. (For a detailed description of the Hall of the Faithful and Eithel Ulmo's place within it, see Section 7.4.)

ELVENLAND

Colloquial Westron rendering for DOR-IN-EDHIL.

EMYN ANNÛN

(S. "Sunset Hills")

The rugged slopes of the Emyrn Annûn are located on Harondor's coast, midway between the Mouths of Anduin and Harnen. The remains of ruined settlements dot the valleys, and crumbling fortresses line the hilltops. Settlement of the hills was at its greatest following the War of the Last Alliance, after a Haruze warlord seized Barad Harn and made it his capital. The Emyrn Annûn came under his control, and the valleys were intensively cultivated. After Tarannon crushed the Haruze kingdom, most of the population abandoned their farms. The Emyrn Annûn never recovered and the abandoned farms fell into ruin, despite land grants to retired Gondorian soldiers, since those that accepted the grants settled near the northern and southern edges of the hills, around populated settlements. As a result, most of the Emyrn Annûn reverted to wilderness. With the Gondorian withdrawal from Harondor, what little settlement remained was concentrated near Barad Harn.

EMYN ARNEN

(S. "Hills Beside the Water")

As their shallow valleys and fresh young streams run west to meet the Great River Anduin, the low hills and ridges of the Emyrn Arnen define the boundary dividing Harithilien from Forithilien. The Emyrn Arnen are covered with grass and thorny bushes, where numerous goats and sheep graze. The Emyrn Arnen are also the home of several larger predatory birds, as well as a variety of the common hare. Additionally, packs of wild dogs roam the hills in search of prey, threatening livestock and unwary travelers alike.

The soil of the Emyrn Arnen is not as rich as that in the south, nor as deep; the bedrock lies closer to the surface. Yet the valleys of the area are well-suited to the growing of grapes. In these valleys, one finds vineyards of the nobility which have been cultivated by the folk of Ithilien for some millennia. Harithilien is well-known for the high



quality of the wine it produces. The valley areas not used for growing grapes are covered with low bushes and small trees. The uplands are also covered with rich grass, providing ample nutrition for the herds of goats wandering about the hills.

In the Emyrn Arnen are found the ruins of many forts and towers, all built between T.A. 1433 and T.A. 1437. They were erected by Eldacar's army to block Castamir's advance up the Vale of Anduin. Most were destroyed in the fighting. After the Kin-strife, the forts located close to the thoroughfares were rebuilt for use by the nobles as hunting lodges and resorts. The forts in the heart of the Emyrn Arnen were ignored, and have long since been forgotten by all but the locals. In the third millennium of the Third Age, the Emyrn Arnen were scouted out by Orcs and other foul creatures from Mordor, who made the ruined forts their lairs.

Following the years of the Watchful Peace (T.A. 2063-2460), skirmishes between the men of Harithilien and Sauron's forces became more and more common, and the hills were abandoned by the goatherds and grape farmers. This proved a great blow to Harithilien's already strained economy.

EMYRN GONNGARAN

(S. "Redstone Hills")

Known to the Haruze as the Ausk Dubat, this vast stretch of hill country lies between the southern Ephel Dúath and the great lowland valleys of the lower Harnen and Ode Pezar. The Emyrn Gonngaran begin as foothills of the Ephel Dúath on the borders of Ithilien, joining with the Emyrn Imladrim (the southern edge of the highlands of Harondor) to form a distinct expanse of jumbled, scrub-covered hills split by jagged gorges and hundreds of small ravines choked by thorn bushes. Some four hundred miles farther east, the Emyrn Gonngaran fade into the less rugged desert country of the Bursk Merag. The Harnen and many of its tributaries bisect the midsection of the hills with the gorges of Kres Lugal. Two roads, the Irit Nurn and the Rak Chelkar, run alongside these rivers to connect Oud Ilaz and Amrûn, south of the Emyrn Gonngaran, with passes leading to Nurn and Chelkar, north of the hills.

During the years of Gondorian influence over Harad, the Harnen served as the eastern boundary for the province of Harondor. Gondor's access to the upper Harnen and the Rak Chelkar was provided by three roads running across the grain of the highlands of Harondor from west to east: the Rath Amrûn, connecting Amon Eithel and Tiras Amrûn across the Aegardh, jumping the gorges of the Malduin and Carnen and working down to Amrûn through the Emyrn Imladrim; the Men Dubat, a lesser road that ran along the southern edge of the Emyrn Gonngaran to Oud Ilaz; and the Men Dimen, a military road running from Athrad Poros along the foothills of the Ephel Dúath, turning down the Ode Tesar to reach Oud Ilaz from the north.

Neither the Gondorians nor the Haruze could ever build much in the Emyrn Gonngaran. Sheep, cattle, and goats could be grazed along the streams and in the valleys of the hill country. The Dúnedain were able to open a number of small mines and quarries in the region. Most of the inhabitants of the Emyrn Gonngaran throughout the Second and Third Ages were simple Haruze shepherds and peasant farmers, occasionally troubled by Orcs and Trolls, but more wary of mortal men, specifically outsiders with foolish dreams of creating wealth and empire out of their rugged hills.

EMYRN IMLADRIM

(S. "Hills of Many Gorges")

The rumpled, eroded southern edge of the Harondorian upland is marked by this line of hills with its red and white bluffs. The Emyrn Imladrim run parallel to the northern shore of the Ethir Harnen, continuing east along the course of the Harnen until they merge with the Emyrn Gonngaran near Amrun and Oud Ilaz.

Much of the Emyrn Imladrim is little more than the broken rim of the Aegardh plateau. However, there are occasional ridges and hills some two to three thousand feet in height. Millennia of civilized endeavors have left the Emyrn Imladrim sprinkled with small villages, terraced melon and vegetable gardens, and numerous flint quarries and small tin mines. Many trails and roads lead up from the Harnen lowlands to small, sheltered, well-watered valleys hidden among the ravines and cliffs.

Three major roads handle the mass of military and caravan traffic between Amon Eithel, the fortress at the midpoint of the Aegardh, and the important cities of the lowlands. From west to east these roads are the Men Harondor, winding across the steppe and down to the sea at Gobel Mirlond; the Hyarmentie, which follows the valleys of the Siril Amon and the Carnen to Tharven; and the Rath Amrûn, which crosses the East March and climbs down to reach the Harnen at Tiras Amrûn.

EMYRN LAER

(S. "Summer Hills")

Small copses of trees and scattered light woodlands dot the valleys and lower slopes of this range of low hills rising on the southern edge of the Laergaladrin. The Poros runs along the base of the hills, flowing from the outer edges of the Ephel Dúath until it turns to join the Anduin. The Emyrn Laer themselves curve southward, merging with the Emyrn Annûn along the coast of Belfalas Bay. No peak or ridge of the Emyrn Laer rises higher than three thousand feet above sea level. A number of small streams have cut passages through the Emyrn Laer over the years; in the days of Gondor's strength, many trails and roads led through them onto the highlands beyond.

As unforbidding as the Emyrn Laer appear, for most of the Second Age they were the edge of the world to the peoples of the Vale of Anduin. Their name was derived from the fact that, due to the drying effects of the southern



winds, the trees and grasses of the hills turned summer-brown earlier than did those of the lowlands. The Dônán, the oldest of the coastal peoples, thought of the summer as a living thing that came upon them from over the Emyrn Laer. They viewed it as a bane, for with the summer drought came raiding Haruze and Orcs from the dry steppes beyond, seeking the bounty of better lands.

The Dúnedain of the Pelargirean League did not settle these hills, as more fertile regions in Lebennin were available for their limited population. As their numbers increased, some settlers crossed the Anduin despite the threat posed by Sauron's presence in Mordor. Yet, governed by the ban of their colonial charter, the Dúnedain of Pelargir remained north of the Poros and out of the Emyrn Laer until after the Downfall of Númenor. Due to the threat of occasional Haruze banditry and Mordor Orc-raids, companies of rangers were organized to patrol the Poros and the hills of the southern border. Thus began the long conflict between the Gondorians and the Haradrim, one that lasted through two ages of Middle-earth and into a third.

The foundation of the Realms-in-Exile after the fall of Númenor marked an increase in raiding activity in the Emyrn Laer and across the border into Harithilien. The Haruze and Sauron's Orcs took advantage of the breakdown of Númenórean control in Harondor. With the beginning of the Third Age, several Haruze lords established realms in the Emyrn Laer, but horsemen from the Aegardh continually raided the prosperous Haruze hill settlements and beyond into Harithilien. The men of Gondor fought the raiders south of the Poros, occasionally coming into conflict with the lords of the Emyrn Laer. Yet despite their reluctance to ally with Gondor, most cooperated in pacifying the raiders, bringing an end to their depredations by the middle of the first millennium. The Haruze themselves were subdued as Gondor expanded its borders south of the Poros. By the close of the first millennium of the Third Age, the grassy slopes of the Emyrn Laer were tamed by settlers and transformed into a garden of Gondor.

It was the Dúnedain themselves who ruined the peace of the Summer Hills during the remainder of the age. After the death of Castamir the Usurper brought the Kin-strife to an end in T.A. 1448, the rebel lords of Harondor, reinforced by the remnants of Castamir's army, fortified the Emyrn Laer and held it against the restored king, whose successor, Aldamir, made war against the rebels for many years with little effect until the line of the Emyrn Laer was breached. Within a decade, all Harondor was once again under the rule of Gondor.

Much of what Gondor had built in the Emyrn Laer lay in ruins after these wars, but worse was to come. The Wainrider invasion of T.A. 1944 destroyed Gondorian civilization in Harondor and left much of it the realm of bandits and nomads. The last kings and first Ruling Stewards of Gondor fortified the Emyrn Laer against

attacks from the south. This frontier held Haruze armies at bay for centuries, but with the fading of Gondorian power the defenses crumbled. In the last years before the War of the Ring, Gondorian rangers still made excursions into the Laergaladrín, but, as in the days of the ancient Dônán, only fanatics and fools entered the peaceful-looking hills south of the river. Beyond them lay an alien, enemy world.

ENDIL

(S. "Mid-point")

Endil is a coastal beacon tower of Belfalas, so named because it lies at the mid-point between Methrast and Dol Amroth, forming the most crucial link in the chain of towers that follow the western coast of the peninsula. Situated on a lonely islet a mile offshore, Endil is, in fact, the residence of the warden of the coastal beacon system, and as such possesses a sizable garrison. The fortress of Endil was built in T.A. 1652, in response to the unprecedented seaborne threat represented by the Corsairs of Umbar. Like the beacon system of which it was a part, Endil remained in use throughout the later Third Age.

ENGUI

Quoth Findegil: *"The proper Sindarin name of this river is Engui, meaning 'sixth', for as one journeys south and west from Minas Tirith, it is the sixth of those rivers that flow into the Anduin or the Bay of Belfalas. The form Enqui on His Majesty's map shows the influence of Quenya enque 'six'. We might suppose that this mixed form represents an attempt by uneducated countryfolk at rendering the Sindarin name into the High-elven tongue (at least partially), perhaps because they felt a Quenya name was more appropriate in light of the purported discovery of the river's headwaters by Tar-Aldarion."*

The Engui is the principal watercourse of Andrast that empties into Belfalas Bay. Running due south for roughly forty miles from the Cirith Aralanthir, the outflow of the Engui forms the natural haven of Lond Deryn. Numerous stands of ancient oak trees shade the banks of this unnavigable river, which can be forded with ease some fifteen miles north of its mouth.

ENQUI

See entry for ENGUI.

EPHEL DÚATH

(S. "Fences of Shadow")

The mountain wall of the Ephel Dúath, which divides the lands of Harondor and Harithilien from the desolate plateau of Nurn beyond, forms the eastern boundary of southern Gondor. The Ephel Dúath range is composed primarily of igneous rocks formed by volcanism, though no active volcanoes remain. Rising to an average elevation of 5,000 to 7,000 feet, the dry, windswept peaks make for a harsh environment, and no significant mountain pass is to be found between the Cirith Dúath in northern Gondor and Cirith Nurn at the headwaters of the River Harnen. The sparse flora of the Ephel Dúath consist mainly of



hardy grasses and thorny bushes, which provide sustenance for the goats that inhabit the mountain slopes. These herbivores are hunted by wolves and the occasional lion.

Some Orc tribes inhabit the Ephel Dúath; but their numbers are small and, prior to the Nazgûl capture of Minas Ithil in T.A. 2002, they were not bold enough to launch any raids against the folk of Harithilien. The tribes adjacent to Harondor, on the other hand, do sometimes raid the East March. But these have a healthy respect for the Haruze nomads of that region, whose hunters have displayed an unusual skill in tracking and ambushing their raiding parties.

ERECH

(DM. "Place of Terror")

Erech is the Dunael name given to the hill where Isildur caused the King of the Mountains to swear allegiance to him in S.A. 3320. The hill, which lies at the center of the Mornan, acquired its name some years after the Oathbreaking (which took place in S.A. 3434), when the Dead began to haunt the grounds surrounding the Covenant Stone upon which Morthech's oath had been sworn. (See Section 10.4 in *Southern Gondor: The People* for a full description of the Stone.) Both the hill and the fields surrounding it are avoided by all, and no animals will approach it willingly. Only the Prince of Mornan, when he bore one of the Gwaedhil (see Section 10.5 in *Southern Gondor: The People*), had no fear of the place. In T.A. 3019, Aragorn II summoned the Dead to the Stone of Erech to fulfill their oath, after which time the hill ceased to be haunted (though the common folk still shunned it).

ERED NIMRAIS

(S. "White-horn Mountains")

The Ered Nimrais are the single most dramatic feature of southern Gondor's geography, spanning nearly the entire breadth of the realm, from the tip of Andrast in the west to the Vale of Anduin in the east. Named after the tallest, snow-clad heights of their central peaks, the White Mountains are the birthplace for the majority of southern Gondor's watercourses, and therefore have played a significant role in the primeval shaping of the land, with its many verdant vales and natural havens.

Ranging for the most part between 10,000 and 11,000 feet in elevation, the Ered Nimrais pose a formidable (though not insurmountable) barrier to travel. Passes proliferate in the western reaches of the range, though many of these that cross the mountains opposite the Mornan, where the peaks are highest, are inaccessible during all but the summer months. The greatest pass (actually a gap) is the Cirith Nimrais in western Anfalas, though the pass' isolation from civilized lands leaves it little used.

Although related in their geology to the northward-running Misty Mountains, the Ered Nimrais are separated from the latter by the great Gap of Calenardhon. The northern face of the range is uniformly abrupt, rising suddenly out of the wide plains and woodlands of northern Gondor to great heights, whereas to the south (with the partial exception of Andrast) the mountains lower themselves more gradually into hills and lesser ridges. Also unlike their northern face, the southern Ered Nimrais possess several long "arms" which, along with the rivers, partition the lands of southern Gondor into distinct regions.

ERED TARTHONION

See entry for ERED TORTHONION.

ERED TORTHONION

Quoth Findegil: *"During our long sojourn at Dol Amroth, we were informed by His Lordship the Prince that of old these mountains were known as Ered Torthonion 'the Mountains of Lofty Pines' with the element tor-, meaning 'lofty' or 'noble', seen also in the obsolete word Torfir 'noble-man, that is 'man of Númenor, though now we use the word Dúnadan. The present form Tarthonion must show the learned influence of the Quenya word tára 'lofty', The Prince proved to be a most engaging host, and his wine-cellars were remarkably well-stocked. We conducted much valuable research at Dol Amroth."*

The Ered Torthonion form the great arm of the White Mountains that divides the lands of southern Gondor east and west. They contribute to the headwaters of the Ringló and Glinduin rivers, and were a major force in the shaping of the Belfalas peninsula. There are two main passes through the Ered Torthonion. The first is the Cirith Dudhrandir, which traverses the heart of the Belfalas peninsula. The second is the Din-Lamedon to the north. Lesser passes abound, but only the Cirith Dudhrandir and the Din-Lamedon possess paved roads.

As their name signifies, tall pine forests adorn the slopes of this ridge. The mightiest of these trees make for fine ship timber, and for this reason they are a treasured resource in both Linhir and Lond Ernil. A Belfalas noble whose estate encompasses stands of these pines is counted to be fortunate indeed, and he makes every effort to preserve his grove from harm by poachers in search of timber as well as from natural hazards. Many of the most extensive pine forests of the Ered Torthonion are reserved for the prince's own possession, and careful measures are taken to replant a number of trees equal to those felled for ship-building and other construction purposes. (For more information about the Ered Torthonion, see the entry for BELFALAS.)

ERUI

(S. "First [River]")

The Erui is the tributary of the Anduin which marks the boundary between Lebennin and the southern extremity of Anorien (and, thus, forms part of the traditional dividing line between northern and southern Gondor). The Erui is shallow and unnavigable. It possesses several fordable points, but only one bridge, at Minas Arthor, where it is crossed by the Rathon Gondor. This crossing was the site of the battle that decisively ended the oppressive reign of Castamir the Usurper in T.A. 1447.

ERYN-IN-ÚANHOTH

Quoth Findegil: *"Our esteemed colleagues in the Guild of Cartographers seem to have plucked the Quenya name 'Aron Úvanimin', from thin air, as a child would a butterfly. None of the local countrymen with whom we spoke had ever heard it applied to their fabled wood. Indeed, they were loath to mention the wood by name at all, but when pressed on this point the name they proffered was Sindarin, Eryn-in-Úanboth, also meaning 'the Wood of Monsters'."*

Eryn-in-Úanboth is a remnant of the primeval forest that once covered the Nan Lefnui, before the tree-felling Númenóreans set foot on the shores of Middle-earth, greedy for timber. This ancient stand of beeches, scarcely ten miles from end to end, touches the eastern bank of the upper Lefnui near to its confluence with the Nimthond, where it bends southward towards the sea. The wood has been left undisturbed by Daen and Dúnadan alike, and few will pass willingly beneath its eaves, fearing the malice that lies within.

What power actually lurks within the shadow of Eryn-in-Úanboth is the stuff of endless local tales and legends (some more credible than others), but those who have ventured into the wood and come out again to tell of it intimate that the trees appear to be sentient and indiscriminately hateful of all speaking peoples. An arm of the Len Lefnui passes through the edge of the wood as it follows the course of the river, but few travelers take this path, unless they are bound for the Cirith Nimrais to the north.

ERYN LAEGOL

(S. "Greenmantle Wood")

The Eryn Laegol is one of the few surviving remnants for the primeval forest of southern Gondor, which was spared the tree-fellings of the Númenóreans because it was Dor-in-Edhil (S. "Elvenland"), and therefore sacrosanct in the eyes of the Dúnedain. In its origin, the Eryn Laegol was primarily a forest of oak and beech; but the exiles from Beleriand brought with them many seedlings of such trees as had grown in the great woodland realm of Doriath in ancient days, or upon the Falas beside the havens of the Falathrim. The most treasured of all these was the gwingorn (S. "spindrift-tree"), the gift of Ossë to



Aron Úvanimin



the shipbuilding Falathrim who, with it, could craft their legendary Swan-ships, alone of all vessels capable of negotiating the journey to the Undying Lands.

The rich flora and fauna of Eryn Laegol sustain its Silvan Elves, being home to a sizable population of deer and other game, as well as endowed with the natural fruits of the earth. The Elves take care not to overly deplete the bounty of their wood, and see to it that no unwelcome predators from beyond its borders trouble its denizens. The folk of Eryn Laegol defend the boundaries of their land with both active vigilance and magical wards (though few of southern Gondor's inhabitants would be willing to disturb the folk of Elvenland). There are very few impassable thickets in Eryn Laegol that would hinder a traveler, but passage through the wood is more easily achieved by the use of the Paid-i-Rendir (S. "Pilgrim Ways"), two well marked paths that follow the edge of the forest and the course of the Caleneithel, both of which converge at the Iant-in-Eilph beside the river haven of Edhellond.

ETHIR ANDUIN

(S. "Mouth of Anduin")

The Anduin delta, the Ethir, consists of numerous islands, the largest being some thirty miles long and two to three miles wide. Smaller islets and sandbanks are numerous; many only appear for a season, and then vanish in the next spring flood.

The swamps are a result of water seeping from Anduin into the surrounding countryside, causing a seasonal difference in their extent and wetness. In late spring, when the Anduin is fed by the melting snows of the north, the swamps are at their largest; and then they diminish, before the autumn rains in late Hithui extend them once again. They consist of numerous small hills and mounds of firm ground divided by marshy ground, shallow lakes, and streams.

The swamps abound with life—from small singing birds to large waders, like herons and storks; numerous toads and frogs; water-dwelling lizards and snakes; and insects, from the beautiful dragonfly to clouds of blood-thirsty mosquitoes. Mammals are comparatively rare; there are voles and other rodents, as well as foxes and wild pigs, but larger species cannot live here.

In the spring, the swamps are most beautiful, with fresh greenery, singing birds, and flowers of all kinds, from simple marsh marigolds to exquisite orchids. In the late summer, the pressing heat and the stench of stagnant water and rotting plants make the swamps a singularly unattractive place. In the winters, the swamps are quiet; no birds are singing, and the wind in the browning rushes hums sadly.

It is possible to travel on the lakes and streams of the swamps by canoe or raft—craft which have an extremely shallow draft. Navigation is another matter, since the reeds and rushes rise to more than twelve feet; it is easy to get lost among the winding waterways of the swamps, the only landmarks being the sun and the stars.

In the less water-logged parts of the Ethir, fishermen live in villages of the same design as those of their kindred on the coastlands. Deeper into the swamps there are tribes known to outsiders as Ethir-folk. These small tribes do not mind damp ground, being skilled in building their houses on poles. When the poles have started to rot and the local game is hunted out, the villagers move on.

Since it is impossible to thoroughly patrol the swamps, they are a hiding place for brigands and outlaws. While most try to get to Umbar and join the Corsairs, many never come further than the swamps. The brigands subsist on hunting and fishing, and by attacks on the local villages. Larger bands prey on travelers at the nearby roads. Life in the swamps is hard, and most brigands only last one or two seasons before dying from a swamp disease or departing south. The brigands have learned to leave the Ethir-folk alone; though not skilled warriors, they are experts of hidden traps and poisoned arrows.

ETHIR HARNEN

(S. "Mouth of Harnen")

At the mouth of the Harnen river is a broad firth, almost 100 miles long and 25 miles wide. The Ethir Harnen's brackish waters are dotted with numerous islets and a few large islands. Fish are plentiful throughout the Ethir, but especially in the shallow waters around the islets. Aquatic mammals frequent the Ethir, feasting on the many schools of fish. Seals, sea lions, and sea turtles make periodic migrations to the beaches of the Ethir, though hunting has restricted them to some of the more remote islands and coastlands. Migratory birds nest along the shores every spring, each favoring its own particular site. However, they must often compete with the many permanent avian residents around the Ethir, including hawks and sea eagles.

ETHRING

(S. "Cold Spring")

Ethring is scarcely a town with its 1,300 souls, established during the Gondorian conquest on the eastern bank of the Ringló at the crossing of the Rathon Arat. Its name derives from the icy waters that flow down from the nearby mountain streams. The upper Ringló valley counts as part of Lamedon and is a sparsely populated, intermediate region on the Lebennin border. The area is governed



by a squire seated in Ethring. A modest stone wall surrounds the town, more for toll purposes than to provide any military defense. Ethring is a market town, catering to the needs of the surrounding area and to travelers on their way west or east.

FANUILOND

(S. "*Cloudy Haven*")

Fanuilon, the capital of Methed Lebennin, was founded in S.A. 1700 as a subsidiary fortress of Pelargir, and during the early Third Age became a thriving trading haven. After the capture of Umbar in T.A. 933, Fanuilon's golden age began. Prospering from the southern trade, merchants built large houses, and the Merchants' and Navigators' Guilds built themselves large halls that still stand.

Fanuilon did not suffer any worse than the rest of Lebennin during the Kin-strife, but with the loss of Umbar and a severe cutback in trade with Harad, Fanuilon declined and became a center for the local trade in southern Lebennin, sustaining a quiet life in the shadow of Linhir and Pelargir. Before the Kin-strife, Fanuilon had a population of 6,000, after T.A. 1492 it was 5,000, after the Plague 2,000, and at the beginning of the third millennium, the population was 3,000.

In T.A. 1492, Umbar raiders attacked Fanuilon and captured the town walls; but the defenders prevailed, after vicious street fighting, in driving the confederates back. The town was not plundered, though much destruction was wrought by fire. In the following decade, the town's defenses were strengthened once again.

The garrison, the legate, and his staff are housed in an ancient keep, the Hardirith (S. "*Southwatch*"), and regularly patrol the coast between Methed Lebennin and Gaersûl. The garrison soldiers, who double as town watch, wear tabards with Fanuilon's device: on blue, a yellow sun over yellow waves. When operating as town watch, the soldiers are equipped with chainmail and their ordinary weapons, but carry clubs to deal with brawlers without killing them.

For defensive reasons, all houses inside the wall are built of stone. One third of the structures, in the north and west section of the town, antedate the Kin-strife, and are large and well-built. The rest have been erected after T.A. 1492, and are of lower quality. Many, especially near the docks in the southern blocks, are not much more than stone huts. The two most notable buildings, apart from the keep, are the Navigators' and Merchants' Halls.

The Navigators' Hall was built in T.A. 1245, and served for some two hundred years as a center for training ship captains and navigators. The hall is built around the base of a hundred and eighty-foot high tower, which originally was used for astronomical observation and to train captains to navigate by the stars. The design of the hall itself vaguely resembles a ship, seemingly rising out of the ground to a height of four stories.

The sharp reduction of Gondor's merchant fleet as a consequence of the confederate withdrawal to Umbar in T.A. 1448 robbed the navigators of much of its revenue, forcing the guild to turn most of the hall into a boarding house for sailors, with only a small part reserved for guild business. There is a tavern, First Watch, in the old meeting hall, and the tower is locked up, since there are no astronomers left in Fanuilon. The guildhall has become Fanuilon's meeting place for sailors and the like.

The old Merchants' Hall stands on the northern side of the town square, opposite the Navigators' Hall. It is a large, square, three-story building with towers at each corner. The assembly with the banquet hall fills the center of the building. This room, four stories high, with a stained glass roof and beautiful wall paintings, is still a marvel of beauty, even though it has lost the splendor of its pre-Kin-strife days. After the Kin-strife, when the Merchants' Guild faced a severe economic crisis, most of the other town guilds moved into their building along with the town government. The assembly hall was only used a few times a year for important guild and town functions.

Close to the docks in the southernmost part of the town, there is a rambling, two-story house, called the Red House (because all its window frames and doors are painted a bright red). This is Fanuilon's largest brothel, and the adjacent inn, Mother's Finest, is the gathering place for the shadier elements of the town.

FERENDIL

(S. "*Beech Peak*")

Rising to a height of scarcely more than 4,000 feet, Ferendil is the lowest peak of the White Mountains. Its forested slopes overlook the western bank of Lond Feren, near to Rast Rhaen. Although unremarkable in itself, the mountain serves as a reference point for navigators plying the waters of the Lefnui estuary. The beech trees that cover Ferendil's eastern face are exceptionally old and beautiful, and have remained untouched because of the steepness of the mountain.



FERENSIRIL

(S. "Beech Stream")

The Ferensiril is a minor tributary stream of the lower Lefnui. Originating in the Pinnath Gelin of Anfalas, the Ferensiril flows westward, down through the sheltered fields of Parth Feren, until it reaches the Lefnui some ten miles above Annúlon. The stream is unnavigable, but is followed on its northern bank by a sturdy trail used by the shepherds of the Mesta. Although Parth Feren was largely devoid of trees by the time of Númenor's Downfall, small stands of ancient beech still grow at a few points along the stream's course.

GAERSÛL

(S. "Windy Sea")

Gaersûl is one of the many small fishing villages on the banks of the Anduin. The settlement stands on the north bank of the river at the edge of the Loeg Balimur, some sixty miles below Pelargir. The village was one of the earliest offshoot settlements of Pelargir during the mid-Second Age, but from the beginning of the Third Age, most of its inhabitants have been of Ethir origin, seeking to utilize the resources of the Balimur for the purpose of trade in the marketplaces of Pelargir or Hyarpendë. Gaersûl was sacked and burned by Corsairs in T.A. 1634, and was only intermittently inhabited during the remainder of the Third Age.

CALENHIROST

See entry for CALENHIROST.

GALIBUR

(Dn. "Low Water")

Galibur is a small lake in the high reaches of the Ered Torthonion of Belfalas, which serves as an important year-round source of water for the Daen-folk of the valley surrounding its shores. The retention of the lake's Daenael name points to the antiquity of Daen settlement in the region, as do the fortified village and barrow field of the same name that lie some five miles to the northeast. The village of Galibur is, in fact, the ancient hearth of the Larach clan, from which Merro Glastanan, the first Morachd of the Daen Coentis, originated; the settlement is therefore of great significance to those Oathbreakers who survived into the Third Age.

Originally a seasonal campsite, Galibur acquired permanent features as a result of Merro's rise to power during the late Second Age (3247-3324). Although the Morachd reigned from Lugh Gobha in the White Mountains, he nevertheless took measures to strengthen and fortify his ancestral hearth, causing an earthen moat and wooden palisade to be raised about the core of the settlement. These changes were part of the larger militarization of Merro's newly-born kingdom, which required an extensive network of hill forts and a standing war-host against the constant danger of rebellion from rival clan leaders.

Because Galibur had now become a far-flung outpost for the King of the Mountains, it was also necessary for Merro to erect a border shrine for his royal cult, that perversion of the ancient Daen Coentis veneration of Aule which Sauron himself had created. Since the transformed cult now served as the fundamental basis for Merro's novel claim to power, it was essential that Galibur be installed with the necessary paraphernalia. An artificial hill was raised opposite the village, and a sacrificial altar was set on its summit.

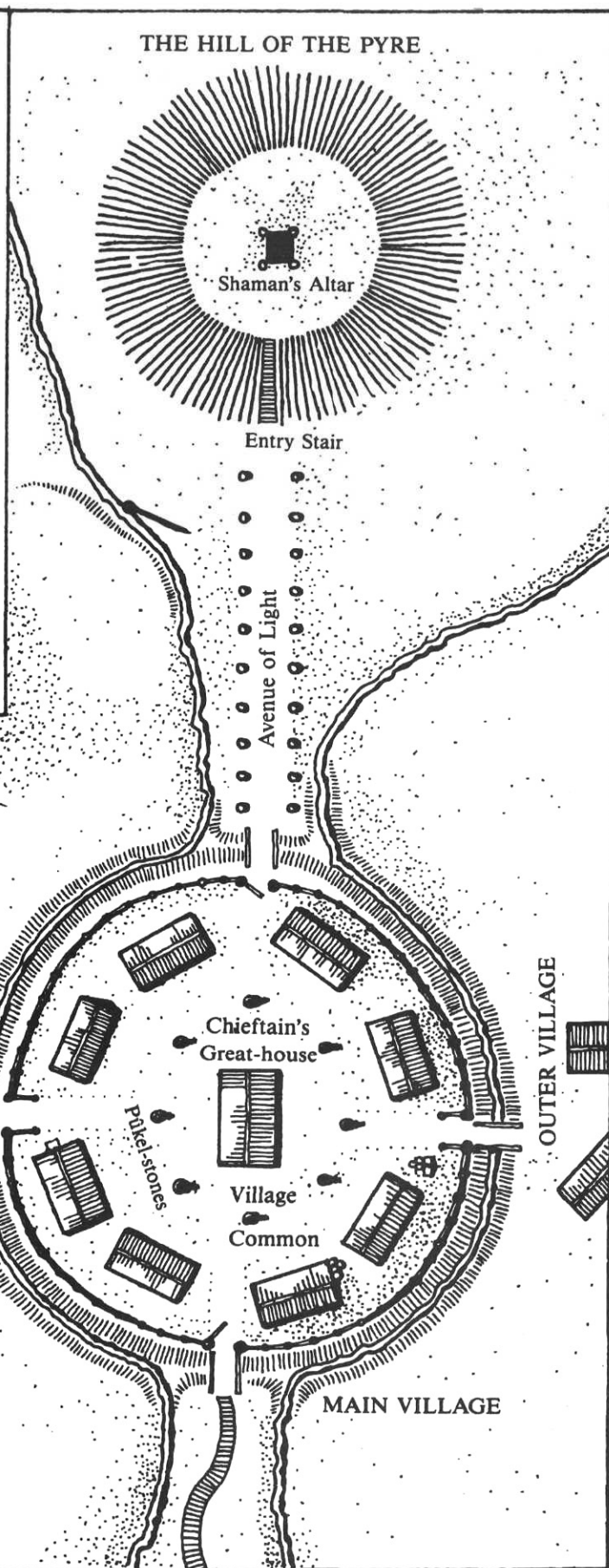
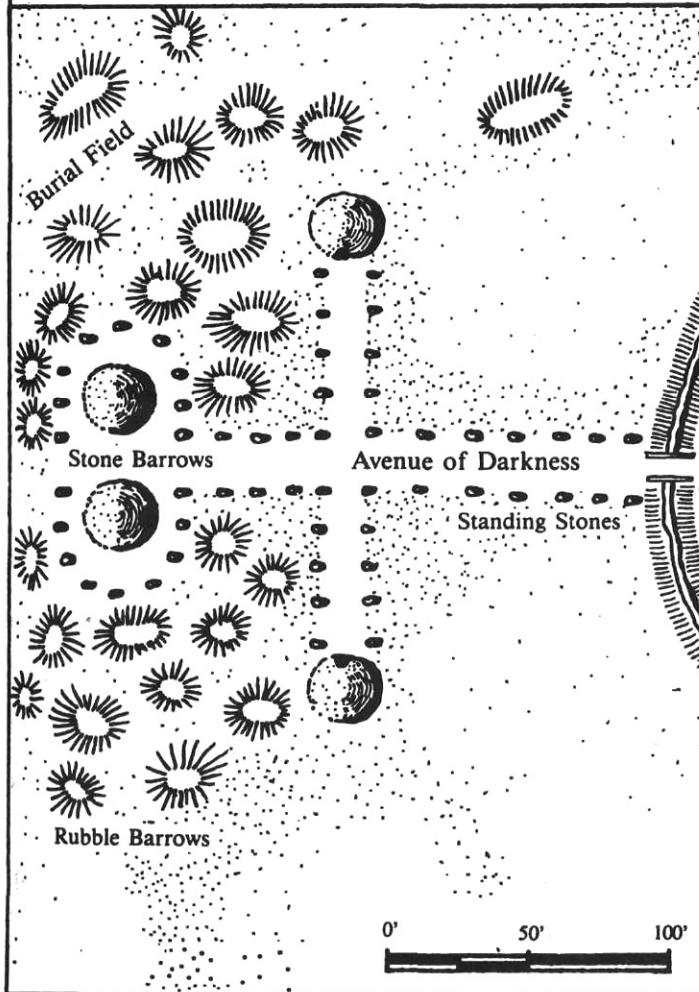
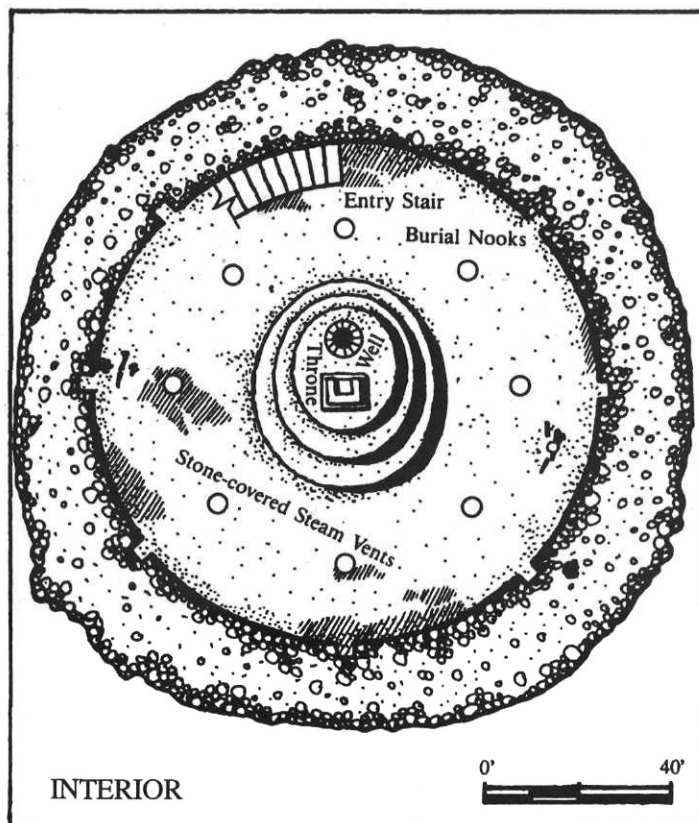
A final addition to the village was the importation of eight Drûg "watch-stones" from Slaem Puchael, in order to signify the southernmost extent of Merro's kingdom. These massive stone images required an enormous effort to transport overland to Galibur (a grueling journey of nearly three hundred miles over torturous mountain terrain), a deed calculated by Merro to awe his subjects with his vast power. Although the true makers of these abhân-khoroth had been slaughtered by the Daen Coentis in centuries past, the terror and mystery of their legend still served to inspire fear and respect in the Morachd, who alone of the Coentis chieftains was said to be able "to enslave the works of the Puchael to go whither he bids."

Note: Of course, neither Merro—nor anyone other than the *Drughu* themselves—possessed the magical power of summoning the *abhân-khoroth* to life; but the ability to relocate the stones was viewed as a symbolic demonstration of the ability of the *Morachd* to dominate nature and to engage the legendary powers of the "Puchael" on behalf of Coentis civilization.

With the collapse of the Coentis alliance following Isildur's Curse in S.A. 3434, Galibur came to be one of the chief refuges of the remaining Oathbreakers. Although the spirits of the fallen Daen Coentis were now drawn to haunted Lugh Gobha, the great distance between Galibur and the Paths of the Dead prevented its folk from burying the bodies of their dead there. Moreover, the familial connection between the village and the Morachd who swore the oath enabled the Dead to dwell in that place (rather than in Lugh Gobha, where the King of the Dead now dwelt) if they so chose.

Therefore, a barrow field was established opposite the still-fortified village, and a form of the Cult of Shoglic was preserved in connection with the "Hill of the Pyre" that Merro had raised. Here, the Oathbreakers continued to entreat the Servant of Aule, who had once exalted their race to such greatness, to return from the shadows and redress their curse (a prayer that was never to be answered, as the last of the living Oathbreakers died out centuries before the return of Sauron to power during the late Third Age).

The Dúnedain of Belfalas are aware of the continued settlement of Galibur by the remnant of the Oathbreakers, and one of the tasks of Naur Amrûn is to ensure that its cursed inhabitants do not pose a threat to Dor-en-Ernîl. But the Dúnedain know full well that there is little chance





of that happening, since the folk of Galibur are a poor and wretched people, scorned even by their Orodbedhron neighbors. So long as they hear no rumors of human sacrifice or some other heinous sacrilege, the Dúnedain permit the Oathbreakers of Galibur to pursue their traditions and way of life undisturbed.

Because of the village's geographical isolation, the folk of Galibur weathered the Great Plague of T.A. 1636 with little loss of life. Nevertheless, by the T.A. 1640s their numbers were so minuscule and rapidly diminishing that it was only a matter of time before the last of them joined the unquiet shades of their ancestors in the Paths of the Dead. Galibur remained abandoned for the latter half of the Third Age; but after the Orodbedhrim of Belfalas learned of the fulfillment of the Oath during Aragorn's attack on the Corsairs at Umbar, they began to make use once again of the lake and pastures of Galibur until finally, a generation or two into the Fourth Age, the village was resettled.

GAP OF LAMEDON

Conventional Westron expression for DIN-LAMEDON.

GILRAIN

(S. "*Wandering Star [River]*")

Name for the GLINDUIN after T.A. 1981.

GLANHIR

(S. "*Boundary Stream*")

Glanhir is a town of Lamedon, situated at the confluence of the Morthond and Ringló rivers, thirty miles from Edhellond and the sea. Because of its location, Glanhir functions as the principal economic gateway to eastern Anfalas, the Mornan, and the Vale of Lamedon. Glanhir first received township status on Tarannon Falastur's ascension to the throne in T.A. 830, but it had existed as an important settlement for at least a hundred years prior to the incorporation of Anfalas into Gondor. The later records of the town's charter indicate that it was originally founded by Danan Lin and mixed-blooded Dúnedain, who had withdrawn inland from Lond Galen to escape political marginalization by the pure-blooded elite of that colony.

As the settlement of the Dúnedain penetrated further and further inland into Lamedon and Mornan, Glanhir began to realize its mercantile potential, especially with regard to the transportation of grain to Anfalas and the inland movement of finished goods from Lond Ernil northwards. Because Glanhir's commercial prosperity remained firmly rooted to the economy of Belfalas and Anfalas, the town's inhabitants were not motivated to take part in the Kin-strife (though the fact that Glanhir fell within the confederate-ruled provincial jurisdiction of Lamedon meant that the town would necessarily side with the rebels). Neither was Glanhir greatly affected by the subsequent depredations of the Corsairs, who generally avoided the Morthond estuary due out of deference to or fear of the Elves at Edhellond.

Because of its geographical proximity to Dol Amroth, Glanhir was joined to Dor-en-Ernil after T.A. 2050 (despite its previous history as part of Lamedon). In recognition of the town's long-standing autonomy, the prince never granted Glanhir to any of his knights, but instead held it under the same kind of protection accorded to his own hereditary possessions. During this latter part of the Third Age, much of Glanhir's mercantile character withered away, as trade shrank to the local level only. Nevertheless, Glanhir remained an important market town for the surrounding countryside. Prince Imrahil freely relinquished his jurisdiction over Glanhir in F.A. 3, restoring its township status.

GLINDUIN

(S. "*River of Song*")

The River Glinduin forms the boundary between Lebennin and Dor-en-Ernil. Though it broadens into an estuary below its confluence with the Serni, the Glinduin is unnavigable within a mile above Linhir. At this point, its swift-flowing stream meanders into a broad and shallow mere, which terminates in a waterfall as it narrows once again to continue its journey to the sea. It is the constant noise of this low waterfall which gives the river its name. The swiftness of the river above the mere prevents a safe fording, except at one spot, thirty miles upstream, where its banks widen enough to permit passage. The river is bridged at the town of Linhir, seven miles below the falls.

In T.A. 1981, the River Glinduin was renamed Gilrain (S. "*Wandering Star*"), in memory of the lost Elven maiden Nimrodel whom, it was said, found respite beside the waters of the mere, recalling the beloved stream of her homeland. The story tells that, weary from her long and fruitless search to be reunited with her lost Amroth, Nimrodel fell into a dark sleep beside the mere. Mithrellas, her handmaid, continued to seek Edhellond. But fate decreed that she should find instead Prince Imrazôr of Belfalas; and having told him of her mistress' misfortune, would lead the Dúnadan back to the mere. But when they came to that place, Nimrodel was gone, and none marked what doom had taken her.

GOBEL ANCALIMON

(S. "*Ancalimon's Town*")

Gobel Ancalimon is the largest town along the southern bank of the Harnen, with a population of over 10,000. Founded in S.A. 2281, it was built by colonists, engineers, and troops from Númenor. The original double wall and public buildings still stand. However, the rest of the town has been rebuilt several times as fires, riots, and war have repeatedly leveled its buildings. A strong fortress dominates the northeastern quarter, just as the old Númenórean governor's tower does, in the southwestern quarter. Tar-Ancalimon's thirty-foot tall bronze statue is set in the center of the main square.



GOBEL MÍRLOND

(S. "Jewel-haven Town")

The first inhabitants of Gobel Ancalimon were commanded to oversee construction of the Hyarmentië and Men Harnen. The town was also the political center governing lower Harnendor. After the roads were completed, the governor was responsible for little more than collecting annual tribute payments and protecting Númenórean interests. Gobel Ancalimon was not abandoned by the Númenóreans when Ar-Pharazôn called many home during the Great Armament. However, the population dropped dramatically, and did not recover until early in the Third Age. After the Downfall of Númenor, the governor and garrison rebelled against the overlordship of Umbar, and the city remained independent until an Umbarean expedition reclaimed it early in the Third Age.

Throughout the Third Age, Gobel Ancalimon repeatedly became a crucial focus for military conflict between Gondor and Umbar. During the years of Tarannon's conquests in Harondor, much of the aid that Umbar supplied to its Haruze allies in Harnendor flowed through the town. Well-fortified, Gobel Ancalimon was one of the last Umbarean-controlled towns to fall to Hyarmendacil's forces. With the loss of Harondor to the confederates in the fifteenth century, it became the principal anchor of Umbarean defenses along the Harnen river valley, especially during Sangahyandion's landward campaigns in Harnendor.

When Telumehtar recaptured Umbar in T.A. 1810, many Umbareans fled north to their possessions along the Harnen, and Gobel Ancalimon's population swelled to over 16,000. The town and its inhabitants were critical in keeping the men of Gondor from seizing territory south of the Harnen. When Umbar was retaken in T.A. 1940, only half the town's population remained. More of its people left, establishing themselves in Harondor after Eärnil II abandoned it, following the Second Wainriden War.

In the years that followed, Gobel Ancalimon became the principal guardian of Umbareans living along the lower Harnen river valley. Many petty Haruze lords moved into the power vacuum left by the Gondorian withdrawal from Harondor in T.A. 1944, replacing the threat once posed by the kings. The new Haruze lords proved to be as quarrelsome among themselves as they were towards the inhabitants of Gobel Ancalimon, so the threat was more imagined than real (though this was not apparent at the time).

During the War of the Ring, the town was used as one of several major staging points for the invading allies of Sauron. With their defeat, many of the survivors fled south and successfully attacked the town, leaving most of it a charred ruin. King Elessar's troops easily took the town in F.A. 2 and rebuilt it. With Umbar subdued, Gobel Ancalimon became a vital link for trade, landward communication, and travel between Gondor, Umbar, and Harad.

Gobel Mírlond is the largest coastal settlement between Pelargir and Umbar, serving as the capital of the province (and, later, territory) of Harondor, and acting as one of the most important trade arteries along the River Harnen. It is also one of the most ancient Númenórean colonies along the Bay of Belfalas, having been founded by Tar-Ciryatan during the noontide of Númenórean expansion in Middle-earth. Like its sister colony of Ramlond across the Harnen estuary, Mírlond had originally fallen under Umbarean jurisdiction, but later asserted its autonomy following the Downfall of Númenor. The favored jewel in the crown of Tarannon Falastur, Mírlond was captured by the legendary Captain of the Hosts in T.A. 754, and became the nucleus for his imperial vision of a new political order.

Tarannon granted township status to Mírlond upon his ascension in the year T.A. 830, renaming it Gobel Mírlond, and established it as the seat of royal government for the newly-constituted province. With the north bank of Ethir Harnen now secured, Gobel Mírlond became the front battle-line for Prince Eärnil's slow but irresistible advance into the Umbarean-held coastlands beyond. The haven remained an essential military stronghold for the kings in their subjection of Umbar and the Harad all the way up to Ciryaher's final victory in T.A. 1050, after which time a significant portion of Gobel Mírlond's garrison was relocated to the new frontiers. Throughout the era of the Ship-kings, the military strength of the haven brought it great prosperity as a center for landward and seaborne trade alike.

The fortunes of Gobel Mírlond continued to rise under the coastal supremacy of Calimehtar and his descendants in Pelargir, culminating in Castamir's ascension and brief reign (T.A. 1437-1447). During this zenith of its prosperity, Harondor was governed by the Usurper's powerful uncle, Elendin, through whose patronage Gobel Mírlond was lavished with royal gifts and amenities. Since the town had achieved untold wealth and power under the Usurper and his family, it was not surprising that Castamir's defeat and death at the hands of Eldacar in T.A. 1447 made little or no headway in shaking the confederate allegiance of Gobel Mírlond—and, therefore, of Harondor itself—for the next century.

In spite of the rebel withdrawal to Umbar in T.A. 1448, the citizens of Gobel Mírlond had little to fear, since Eldacar had no ships to attack them and because the principal zone of landward contention between Gondor and the newly-formed lordship of Umbar would lie far to the north their town. So long as their Umbarean allies controlled the sea and the Harnen corridor, their political power and economic prosperity would remain intact. Even the sudden and unexpected dethronement of Castamaitë by the Regency Council of confederate cap-



tains did little to threaten their preeminence; on the contrary, it meant that the power of Castamir's ousted descendants and supporters would now shift to Gobel Mírlond itself.

Having established himself with his followers at Gobel Mírlond in T.A. 1475, Castamaitë commenced his piratical career, filling his own coffers and those of Gobel Mírlond with the plunder and spoil of southern Gondor. Many of the haven's adventurous captains joined in this lucrative profession under Castamaitë's banner, eventually achieving the distinction for Gobel Mírlond as being the very first "Corsair" stronghold (though Castamaitë's actions were not recognized by the Council of Captains until after Gobel Mírlond had been lost to Gondor). Nostalgically remembered by its exiled citizenry as a golden age of swashbuckling adventure, Gobel Mírlond's era of independence from Gondor was brought to an end in T.A. 1540.

Enraged by the insolent (and highly successful) depredations of Castamaitë, and having made significant headway in rebuilding the royal fleet over the ninety-three years since his father's seizure of Pelargir from rebel control, King Aldamir launched all of his might against the confederate strongholds of Harondor, wresting Gobel Mírlond from Castamaitë's control in T.A. 1540. Although Aldamir himself was slain in the brief recapture of the haven by Castamaitë's forces, the rebels were eventually forced to abandon the town in the face of vastly superior land and sea forces.

The sudden and violent reassertion of Gondorian rule over Gobel Mírlond was a traumatic event for the town and its inhabitants. Most of its prominent citizens, all of whom had fervently supported (and benefited from) Castamaitë's piratical behavior, were either slain in the capture of the haven or had abandoned it, beating a hasty retreat with Castamaitë to confederate-held Ramlond. The remaining inhabitants of the once-great haven, bereft of the power and wealth of their exiled leaders, now lost their political rights as well. Aldamir's successor Vinyarion stripped Mírlond of its township status, subjecting its inhabitants (along with the rest of Harondor) to the direct rule of a military governor.

Although Mírlond remained the largest settlement in Harondor for the next four centuries, its economic supremacy was eclipsed by the growing instability of its political situation. The confederate retreat had severed the haven's all-important commercial link to Near Harad, which now passed through Ramlond instead. The political vacuum left in the wake of the defection of the town's elite in T.A. 1540 was filled by the new military hierarchy, which included both land and naval elements. As the

frontiers of war solidified along the line of the Harnen, the garrison of the haven grew to equal the civilian population in numbers, necessitating an enlargement of the settlement and its fortifications. As new veterans, loyal to the kings, were settled on the land surrounding Mírlond, the ethnic character of the haven's inhabitants changed, especially with the advent of the many Northmen who had fought on behalf of Gondor since the reign of Eldacar.

Gobel Mírlond fell to the Corsairs in T.A. 1637, having been seized by Castamaitë's grandson Sangahyandion, who established a short-lived domain along the north bank of Ethir Harnen centered upon Mírlond. Sangahyandion controlled Mírlond for the next eighty-four years while the Governor of Harondor withdrew his seat to Methir. Sangahyandion was slain in the Gondorian recapture of Mírlond in T.A. 1721, after which time the haven resumed its role as the military capital of Harondor (though it remained subject to enemy attack as long as Ethir Harnen remained contested ground).

Mírlond recovered something of its former mercantile grandeur following Telumehtar's victory over Umbar in T.A. 1810, though by this time the overall scale of trade and commerce in southern Gondor had noticeably declined. The haven's garrison was reduced since the frontier of Gondorian control extended once more beyond the Harnen and because the realm's military resources had to be redirected northwards to Rhovanion, where the Wainriders were making threatening moves. In the absence of any immediate military threat, Mírlond's fortifications were badly neglected.

After the fall of Umbar in T.A. 1940, Mírlond again became a key position for Harondor's coastal defenses. Its civilians were evacuated to Lebennin, while the garrison was strengthened. In T.A. 1944, it was bypassed by the main Wainrider columns, which entered Harondor further to the east (though a small detachment of the invading host screened Mírlond in order to block any attempts by the garrison to strike at the rear of the enemy). When Eärnil II decided to abandon Harondor after the Second Wainrider War, the Mírlond fortifications were dismantled by Gondor's army, and the settlement was set ablaze in order to deprive the Haruze of any spoils. The men of Umbar subsequently rebuilt Mírlond, which became a haven for raiders, and which served as one of the ramparts for later Umbarean attacks against southern Gondor. Bereft of its ships following the War of the Ring, Mírlond was captured by Elessar's fleet in F.A. 5, though its military significance in the latter's capture of Umbar in that same year was minor, since Ramlond had long since become the preeminent stronghold of the Ethir Harnen.

GOBEL TOLFALAS

(S. "Town of Tolfalas")

Gobel Tolfalas is the seat of Tolfalas' royal warden, and the island's principal settlement. Gobel Tolfalas is located at the end of the long firth on the southwestern end of the island, and possesses a haven capable of harboring warships. The small town centers around the haven, nestled at the foot of a ridge of hills running parallel to the eastern side of the firth. Above the town, on the slopes of this ridge, stands the small keep and residence of the warden.

Like many settlements west and south of Ethir Anduin, Gobel Tolfalas had its origin in the time of the Ship-kings. Then a domain of the Prince of Belfalas, the island became a central focus for Tarannon's military ventures as Captain of the Hosts. In order to lend his assistance to this enterprise, Prince Lothirion bestowed the island upon Eänil, one of his three sons, who was a trusted ally in war to Tarannon. Eänil caused the building of the haven and fortifications—then called Lond Tolfalas—in T.A. 759, and invited the Captain of Hosts to make it his primary naval base for the impending conflict with Umbar over the control of the newly-constituted province of Harondor.

As a civilian settlement, Gobel Tolfalas proper began to emerge after Mírlond also became a township in T.A. 830, and the focus of the naval conflict with Umbar had shifted southwards. Although never destined to become a true town (due primarily to its physical isolation), the village that sprang up along the banks of the firth was to achieve importance as a resting point for vessels of all sorts that sailed the waters between Umbar and southern Gondor.

Gobel Tolfalas was abandoned in T.A. 1478, due to the depredations of the pirate Castamaitë. In T.A. 1479, the haven and its fortifications were demolished by the Captain of Ships so that they could not be used as a staging point for Corsair raids. Gobel Tolfalas was re-established after Umbar was captured in T.A. 1810. Though abandoned by the civilian population in T.A. 2050, when Mardil the Steward reorganized the realm, the harbor continued to serve as a fortified base for Gondorian ships patrolling the Bay of Belfalas east of the island. Shortly after Barad Harn fell to the Haruze in T.A. 2471, Gobel Tolfalas was abandoned and the harbor fortifications were dismantled. For the remainder of the Third Age, the ruins were used as a temporary camp by the Corsairs of Umbar and the Haruze of Harondor's coast when they raided Gondor. Despite their regular usage of the site, neither established a permanent settlement. The town was wholly restored only under Prince Imrahil in F.A. 52, when the island reverted to Belfalas' control.

HAIRAVERKIEN

(Q. "Remote Wild Country")

Hairaverkien was the name given by the ancient Númenórean colonists of Anfalas to the northern and western reaches of the Nan Lefnui. The later Dúnedain of Gondor retained this usage, but extended it to include all of the lands which were claimed by Meneldil's line, though not actually colonized and subject to the direct rule of the Dúnedain: Andrast, Drúwaith Iaur, Enedhwaith, and Dunfearan.

Note: *Since much of this territory falls outside the boundaries of southern Gondor, only the portion between Andrast and the Rúbónir will be described under this entry. The remainder is treated in ICE's Northern Gondor modules.*

The Nan Lefnui and the mountains of Andrast had been a refuge to the Drughu ever since the late First Age, but the settlement of these wilderness areas by Daen-folk was a much later phenomenon, and was triggered principally by changing political relations between the Danan Lin and the Dúnedain of Anfalas following the end of the Second Age. The exception to this pattern were the inhabitants of the Nan-i-Feryth, who had originally been part of the ancient Daen Coentis alliance, but who had renounced that allegiance when Metro Glastanan seized royal power as Morachd and instituted the Cult of Shoglic.

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*Drughu
religious site*





Although subsumed by the Númenórean mindset under the generic category of "Orodbedhrim," the Daen-folk of Hairaverkien actually form two distinct cultures: the Dunir (descended from the Danan Lin) and the Daen Lintis (derived from the Daen Coentis, and related to the clans of Dunfearan in Enedhwaith). The Nimthond defines the boundaries of these two peoples, the Dunir inhabiting the vales south and west of the stream into Andrast, the Daen Lintis ranging north and east between the Nimthond and the Rúhónir. With a few exceptions, neither group possesses permanent settlements, and their seasonal wanderings extend over the passes of the White Mountains into Drúwaith Iaur and Enedhwaith.

The cultures of both the Dunir and the Daen Lintis of Hairaverkien center upon burial grounds—Tum-i-Cereg in the mountains of Andrast for the former, and Cûm Arelaidh (Umb Dolen) in the Nan-i-Feryth for the latter—which serve as annual gathering places for their respective clans. The Dunir migrate over the mountain passes to hunt wild game in the trackless woods of Drúwaith Iaur during the spring and summer months, returning to the shelter of the eastern and southern vales of Andrast for the winter. The more extensive woodlands between the Nimthond and Rúhónir streams, coupled with the greater ease of passage over the mountains afforded by the Cirith Nimrais, make for a varied migration pattern for the Daen Lintis.

Despite the fact that the Daen Lintis have forgotten many of the skills that once made them Coentis, these latter-day descendants have nevertheless retained some of their native talent for mining, and they engage in a fairly regular local exchange of ores with the Dúnedain of the upper Lefnui valley, particularly at Annon Wain. The procurement of needed goods from the men of Anfalas supplements the Daen Lintis' otherwise meager sources of livelihood, rendering their society slightly more stable and secure than that of the neighboring Dunir.

The Dunir, on the other hand, can boast of another source of aid in times of need: the Drughu. In a dramatic reversal of the prior history of violence between the Drughu and the Daen peoples, the Dunir of Andrast and the Lefnui succeeded in making peace with the mysterious race of Drúwaith Iaur, many of whom inhabited the mountain heights alongside the zone of Dunir migration. Although a respectful distance is still maintained between these two groups, the Dunir and the Drughu have learned to live side-by-side in relative peace, and even to come to one another's help in adversity. This is a unique relationship, and is probably the source of the (erroneous) Númenórean legends that the Drúedain were in ancient times the allies and religious leaders of the Daen peoples.

HALDANEN

(Q "Hidden Stream")

The Haldanen is one of the streams that feed the upper course of the Lefnui in Anfalas. The stream defines the southern boundary of the Nan-i-Feryth, and has its source in both the Pinnath Gelin and the great arm of the White Mountains that guides the upper Lefnui southwards. For the greater part of its course, the Haldanen is shielded from view on either side by wooded hills, unlike the other tributaries of the upper Lefnui, which flow through open country; hence its name. The Haldanen possesses no fords, but is shallow enough to cross at several places.

HALL OF THE FAITHFUL

The man-made delving of EITHEL ULMO in PELARGIR.

HARITHILIEN

(S. "South Ithilien")

Ithilien is the only political domain within the South-kingdom that straddles both sides of the traditional geographic divide between northern and southern Gondor. As such, "Harithilien" is simply the southern half of Ithilien proper, and does not constitute a distinct political entity; Ithilien itself is a feudal domain, which by definition recognizes no other authority apart from that of the feudal lord (whether this be the king himself or one of his vassals). With a few exceptions, Harithilien is, in effect, nothing more than a patchwork of noble estates.

History

Among the ancient Nandor that once wandered the primeval woodlands of Harithilien there were some who had great magical power and who were close friends with the spirits of the forests. By the efforts of these Elves, the western slopes of the Ephel Dúath were girded against the blight of the cursed volcanic realm beyond, and Harithilien lay protected by strands of power that lived on through the passage of long years. But when the Dúnedain settled the land and felled the trees of Harithilien for their orchards and farmlands, these few remaining Nandor withdrew northwards into the inviolate forest beyond the Emyn Arnen.

The Númenórean presence in Harithilien began with Tar-Ancalimon's grant of colonial status to Pelargir in S.A. 2350, which gave the Faithful the right to settle the lands north of Harnendor. Because of its proximity to Mordor, settlement upon the eastern bank of the Anduin grew slowly, and at first amounted to little more than defensive fortifications; but after the Downfall of Númenor, Isildur and Anarion agreed to settle the Vale of Anduin above Pelargir and its allied territories, so as not to disrupt the existing political arrangements. Many of the Faithful chose to accompany Elendil's sons, receiving land in exchange for pledges of allegiance to their father.



The indigenous Daen-folk who were then wandering the Vale of Anduin were quickly incorporated into the new realm or withdrew into the Ephel Dúath. Unlike their Danan Lin brethren west of the river, these folk did not retain any kind of autonomous clan organization, but were absorbed (sometimes forcibly) into Isildur's feudal domain as peasants. With the notable exception of Hyarpendë (then already in existence), no large towns were ever founded in Ithilien south of the Eryn Arn; instead, the region remained a collection of manorial estates, interrupted by a few small villages, of which only one (Bar-en-Dinnen) ever acquired township status.

Little of import occurred in Ithilien for the remainder of the Second Age. Like Harnendor to the south, it served both Númenor and the Dark Lord as a portal for contact, trade, and intrigue. After the fall of Númenor, however, Sauron's wrath fell directly on the Sons of Elendil and their new, threatening realm of Gondor. Harithilien fell swiftly to the invaders from Harad and Mordor, and its inhabitants fled westward. However, Gondor's defenders held the line of the Anduin and the Dark Lord found, to his great fury, that Ithilien's woods were protected by magics older than his.

Orcs and Trolls sickened and trembled in fear amid the lush greenery, and only the force of Sauron's will and the terror of his Undead generals held his armies to their duties. When Elendil and Gil-galad chose to march on Mordor from the north, Sauron gladly accepted their challenge on the open, untainted plains of Dagorlad, but his armies in Ithilien broke quickly when Anarion crossed the Anduin and assaulted his southern flank, driving him back into Mordor. After the fall of Barad-dûr, Ithilien was quickly cleared of evil and blessed by the return of most of its refugee population.

Between the Last Alliance and the Kin-strife, few wars touched Harithilien. The major source of unrest had been the subjugation of Harondor and Umbar, which involved troops from Harithilien. The fighting never reached far into Harithilien. The absence of major conflicts allowed Harithilien to develop into a wealthy and prosperous area. It became an important part of the kingdom, contributing its agricultural surplus to the grain supply of Osgiliath and Pelargir.

For the most part, Harithilien was spared the effects of the Kin-strife. Castamir clamped down on those nobles he thought were against him, resulting in several parodic trials and illegal executions. The estates and wealth of the "traitors" were distributed among the nobles supporting the Usurper. In the course of his reign, Castamir replaced the Steward of Ithilien three times. This was done because of the Usurper's fear of shifting loyalties. After the Kin-strife, the situation stabilized. During the years leading up to T.A. 2050, a steward (with a few exceptions) usually served until death.

Upon his return to the throne in T.A. 1447, Eldacar decided that he could not let powerful families who had openly supported Castamir retain their land and titles. Many noblemen were imprisoned and executed for treason, but some managed to flee to Umbar and join forces with Castamir's sons. Eldacar restored land and titles to those who had proved themselves loyal to him during the Kin-Strife, and ennobled some commoners as reward for courage on the battlefield, granting them estates formerly belonging to traditionalists.

This was, of course, seen as a grave matter by the ancient families who looked down upon the "upstarts." In their opinion, there was not a drop of Númenórean blood in their new peers, and thus they should be disqualified. But there was nothing they could do to dissuade Eldacar. After Eldacar's death, Harithilien's nobility was without a doubt loyal to his heirs. They had a few misgivings about what happened after the Kin-strife, but the matter was not grave enough to warrant treachery. But the seeds of anger which darker forces could take advantage of had been sown in the hearts of many.

While Ithilien suffered some harm from the Kin-strife and the Wainrider invasions, its first great evil of the age came in T.A. 2000, when a Morgul-army surged out of secret passages in the Ephel Dúath and laid siege to Minas Ithil. Gondorian arms were still superior to those marked with the Red Eye, but the terror of the Undead and the power of their enchantments could not be overcome by martial valor alone. Counter-sieges and bloody assaults on the Morgul entrenchments failed to frighten the Nazgûl, and the city fell in T.A. 2002. Further attempts by the Gondorians came to nothing in the following decades. Finally, in T.A. 2050, King Eärnur accepted the challenge to single combat with the Lord of the Nazgûl, and was betrayed and lost. Minas Morgul, as Minas Ithil became known, became the stronghold of the Morgul-lord. It became a haunted, cursed place, a constant reminder of the waning of Gondor's power.

The long struggles to reclaim Minas Ithil were not wholly in vain, for the sacrifices and failures had served to protect the rest of Ithilien. The Nazgûl never possessed the vast resources Sauron had commanded in the War of the Last Alliance or the War of the Ring. The larger share of the Orcs of Mordor had died defending Minas Morgul during the fifty year conflict; the fields and herds of Núm were stripped to supply them, causing a famine in that land. Further, the great effort made to contain the invasion allowed new fortifications (thereafter known as the "Leaguer of Mardil") to be built in Ithilien just beyond the Morgul vale.

Added to these fortifications stretched a web of magical wards woven by the wizard Curunír—for the most part, with the aid of the few remaining Gondorian seers and the encouragement of Mardil the Steward. The armies of Minas Morgul, along with the curses and banes



generated by Nazgûl-sorcery, could not be made to cross the Leaguer of Mardil, save with great effort and pain. The blessings that had been laid upon the land in ancient times could still give its people some share of peace and contentment.

Ithilien changed little over the next five centuries, being troubled mainly by Haruze raiders and occasional raids by rogue Orcs and wolves. In T.A. 2475, however, Sauron secretly returned to western Middle-earth and turned his attention to the weakening of Gondor. A massive assault over secret paths cut into the mountains around Minas Morgul, accompanied by a cursed fog and a plague of spiders, breached the Leaguer of Mardil and allowed the Morgul army to drive on to Osgiliath before the full muster of Gondor could be gathered. Osgiliath was ruined and its bridges broken. Many in Gondor feared that the end of the world was at hand, but Cirion, son of the steward, had gathered an army in Harithilien under the cover of the Nazgûl's fog. He had played and hunted over every path in the Eryn Arnien as child, and was able to bring his army safely through the hills for a decisive blow against the Morgul-host's camp at Whisper Glen.

The Battle of Whisper Glen was nearly as great a victory as those of Mardil's time; the nests of Mordor were nearly emptied of Orcs for a generation. But the Leaguer of Mardil, unfortunately, could not be rebuilt. New Gondorian defenses had to be established in the Eryn Arnien and at Cair Andros farther north. This left the minions of Darkness free to raid Ithilien whenever they could summon up the necessary courage and risk the ancient banes. Forithilien and the Eryn Arnien became an open frontier; few people dwelt there any more, save in walled villages near to the shores of Anduin. Harithilien was better off, but its eastern and southern reaches were exposed to raids by Orcs and Haruze. With the passage of generations, Ithilien took on a look of aging, doomed beauty.

The final blows to the region came in the last century before the War of the Ring. In T.A. 2885, a massive Haruze confederacy attempted to force an invasion of Harithilien at Athrad Poros. The Gondorians under Steward Túrin and the Riders of Rohan under the sons of Folcwine caught the Haruze at mid-crossing and broke their line with a charge of heavy cavalry. The slaughter was enormous, and the Poros flowed blood-red and stench-ridden for a week thereafter. This Gondorian victory was remembered fearfully in Harad for years; it was also recalled often by the stewards, most of whom saw it as their last great victory before the coming of the Shadow ended their reign forever.

Certainly the victory at Athrad Poros only delayed the final destruction of Ithilien. The lands along the Poros were devastated by the invaders, and the survivors fled across the Anduin. Uruks, great Orcs of Mordor unafraid of sunlight and less sensitive to the Banes of Ithilien, began raiding by way of the passes from Nurn and out of the Morgul vale. Eastern Harithilien and the Eryn Arnien

were abandoned slowly after the turn of the century. After the eruption of Orodruin in T.A. 2954, the entire region was abandoned save for a few fortresses along the Anduin.

However, the land still defended itself. Shrubs began to cover the ruins of the villas in the Eryn Arnien and the orchards of Harithilien grew wildly into forests. Servants of Darkness were loath to walk on ground they considered haunted, and the Rangers of Ithilien, led in the last years by Faramir, son of Steward Denethor II, made them pay a price in blood for every intrusion. Even during the War of the Ring, Ithilien still presented an aura of safety for those who loved the land, protecting the rangers in their raids against the gathering hordes of the Dark Lord.

The destruction of the One Ring and the accompanying battles repaid the faith and hope the people of Ithilien had always had for their homeland. Faramir became Prince of Ithilien and Eowyn, Princess of Rohan, his wife, both reigning with strength and wisdom. The Shadow had passed, and the land awaited the return of Gondorians whose sires had fled generations before. The land had remained faithful and would again bless those who would return that faith.

The Land

The terrifying Ephel Dúath form the eastern boundary of Harithilien's flowing fields, and their ragged peaks are ever present in the minds of the local populace, even when the threat from evil powers has been idle for many years. The Poros in the south, the Eryn Arnien in the north, and the mighty Anduin in the west form Harithilien's other borders. These watercourses have on more than one occasion proved a strategic and tactical advantage for southern Gondor's defenders. Before the Witch-king's capture of Minas Ithil in T.A. 2002, the only major invasion of Harithilien was by the Wainriders in T.A. 1944.

At Harithilien's northern border, one sees the dark peaks of Mordor split by the Cirith Dúath to the east. At the gates to the evil land lies the city of Minas Ithil. In the minds of the Gondorians, this mighty city provides protection from the hosts of Mordor, and it is one of the few outposts still keeping an eye on the Black Land. Following the Ithilduin westwards, a traveler reaches the city of Osgiliath, ruined and abandoned after T.A. 2475, by the shores of Anduin.

Harithilien consists mostly of rolling fields and plains, dotted by the occasional copse of woodland foliage. To the south lies the Poros, originating in the Ephel Dúath. The river grows in size as it travels through the flat countryside to where it finally joins the Anduin, far southwest of Pelargir. The Anduin is used by merchants traveling north to Osgiliath or further, and south to Pelargir and the sea.

As in the other lands of southern Gondor, Harithilien enjoys a warm and humid climate. The summers are pleasant, and provide plenty of rain to keep the crops alive. The winters are mild and rainy, mostly without snow.



This weather changes, however, where the mountains of Mordor dominate the landscape. Icy cold winds blow from the dark cliffs, and clouds tower above the ragged peaks. Higher up, snow falls during winter, and some blizzards may drift into the eastern areas of Harithilien.

Flora and Fauna

The wealth of Harithilien comes from its rich soil, mostly concentrated in the river basins and southern fields of the region. This resource has been thoroughly exploited, and Harithilien is covered with fields of wheat, small copses of olive-trees, and orchards of fruit-trees. These diverse crops are tended by peasants, but are owned by noble families who oversee production. At harvest the region bustles with activity. The produce of Harithilien is brought either to Minas Ithil, Osgiliath, or Hyarpendë, where it is traded for other useful commodities not manufactured in Harithilien. The wares that are delivered to Hyarpendë are often bought by Pelargir merchants, and shipped either overseas or to the city itself.

Since so much of Harithilien is cultivated, there is little refuge for larger animals and wild plants. Where there are no wheat fields or copses of trees, the plain is covered with rich grass and bushes. Among these bushes dwell the animals that have survived the domestication of the land: hare, fox, and several species of inland birds.

The Inhabitants

Though it is but a part of the larger royal ward, Harithilien is home to more than three-fourths of the total population, most of which is concentrated in the fertile southern plains, where the rolling wheat fields stretch on, seemingly forever. These farmlands have belonged to the nobility for generations. Even though the majority of the population consists of peasants or shepherds, the nobles are by far the most important and influential group in Harithilien.

The Harithilien nobility is a proud group that traces its origins back to the days of Númenor and is very conscious of the ancient link between blood and power. Over time, as Númenórean blood mixed with that of Daen, Northmen, and Haruze, many noblemen could only claim a hint of such ancestry. Even so, the legitimacy of any claims to power are judged mainly by the right of blood. The nobility's embrace of its Númenórean heritage is reflected in its language and culture. Nobles speak Sindarin and Adúnaic, and have some knowledge of the Westron tongue used by the commoners, but are reluctant to display such a base skill.

There were many changes in the structure of the Harithilien nobility after the Kin-strife. Those individuals and families who had supported Castamir were deprived of their status, and their land was taken away from them. Some were executed for treason, but most took refuge in Umbar. In Harithilien, these nobles are referred to as "the Fallen." Eldacar then gave the land of the Fallen to those who had supported him against the Usurper. This resulted in a shift of power from the older families to younger, more ambitious ones. In some cases, Eldacar

ennobled commoners, thereby insulting some of the established families. This gave rise to frequent feuds, and blood was spilled on several occasions when quarreling sons traded blows to defend the family honor.

For the nobility, status is the most important factor of life. It is pursued in several ways, but prowess in diplomacy, law, and political wisdom are judged by many to be superior to the skills of a warrior and, especially, to those of a merchant. Status is also achieved by gaining land and wealth, whether through marriage, scheming, or displaying such prowess in the service of the realm that the king grants a notable favor in return. In everyday life, the Harithilien nobles try to live as if they were at the royal court. Their dress and behavior are similar to those in the royal household, recalling ancient Númenórean custom.

Though the wealth of the nobility is based on agriculture, the actual tending of the land and its resources is left to trusted servants. As a result, many nobles estrange themselves from the land, becoming arrogant and haughty. They look down on the commoners, seeing them merely as servants. The commoners work for the nobility and landowners as tenant-farmers, shepherds, and other low-status occupations. They live in small villages or at the larger, noble estates. The commoners are hard-working and loyal subjects of the Winged Crown. They are respectful of their elders and fanatically devoted to their families, the most important factor in life. The family ties of the folk of Harithilien are legendary, and many vendettas have been fought over them.

The Harithilien peasants' blood is mixed in the same way as that of other Gondorians. They trace their ancestry back to the aboriginal Daen and to the subsequent Númenórean, Northmen, and Haruze immigrants. They speak a distinct dialect of Westron which has many unusual words for farming and associated activities. It is uncommon for a peasant to speak more than halting Adúnaic.

The commoners, be they peasants or artisans, seldom control their own livelihood, but work instead for a nobleman or a wealthy landowner. This structure was established when the Dúnedain settled the country and was reinforced after the Kin-strife, when Eldacar used Harithilien to reward many of his loyal followers and gave land and wealth to new families.

Politics and Power

The political relationship between the King of Gondor and the landed nobility has always been colored by the region's origins. Prior to Meneldil's claim in T.A. 2 that Gondor had become a sovereign realm, Ithilien had been Isildur's personal domain, which he held on behalf of his father. Nevertheless, it was to Isildur alone that the landed nobility of Harithilien owed their primary allegiance—not to Meneldil his nephew.

Therefore, when it was learned that Isildur was dead and the matter of the realm's independence was raised by the Council of Gondor, the support of Ithilien's nobility was absolutely essential to the success of Meneldil's claim.



As a gesture of his goodwill towards these nobles, Meneldil, after confirming the continuing validity of his uncle's benefices, decreed that, though they must now regard him and his descendants as their sole legitimate rulers, the stewardship of Isildur's ward would always be chosen from among its own nobility. To this the nobles assented.

The Steward of Ithilien traditionally resided in Minas Ithil (in Forithilien), but as the majority of the eligible candidates for the office resided in Harithilien, this in itself did not entail an imbalance of power in the region. Inevitably, however, the non-hereditary nature of the position became an endless source of rivalry among the nobility, and the internecine struggle to win the royal favor served to weaken their unity as a group. Doubtless, this effect was part of Meneldil's design and intended to prevent his uncle's former vassals from posing a counterclaim to his own authority.

Whatever his intentions, Meneldil's strategy succeeded brilliantly, cementing a social and political order that would endure for nearly three thousand years. The stability of the system itself did not, however, erase the real changes that took place within it over the centuries. The first major change came about in T.A. 1621, when King Minardil began the practice of selecting the steward of the realm (not of Ithilien) from among the descendants of Hurin, the Lord of Emyr Arnen.

By always selecting the Royal Stewards from the House of Hurin, the kings enlarged the authority and prestige of that house over against the rest of the Ithilien nobility. More importantly, because he represented the highest delegated authority in the realm, the Royal Steward had the power to override the Steward of Ithilien, and because he was also one of the Ithilien nobility, he had a very influential voice among them. Moreover, because the Royal Steward's interests were at one with his king, the king could use the Lord of Emyr Arnen to counterbalance the power of whichever segment of the Ithilien nobility (up to and including the Steward of Ithilien himself) he saw fit.

The second major change in the political dynamics of Harithilien occurred in T.A. 1944, when Pelendur the Royal Steward successfully opposed Arvedui's claim to the throne of Gondor. The rejection of Arvedui's claim was a telling sign of how far the Ithilien nobles had come from their origin as Isildur's vassals, since it was upon Isildur's very own lineage that Arvedui had founded the greater part of his claim. That lineage, combined with Arvedui's marriage to the daughter of the late King Ondoher, might well have drawn the support of Ithilien. Yet in fact the nobles rallied unanimously behind the Royal Steward in the Council of Gondor against Arvedui's claim.

The cause for this unexpected reaction lay once again in the nature of the relationship between royal power and the nobility of southern Gondor—a dynamic not present in the history of the North-kingdom; namely, the need for the king to come to terms with an already existing power.

In the case of southern Gondor, this power resided in the Pelargirean League and, soon after, by the Prince of Belfalas. These powerful forces could to a large degree set the terms of their own submission to royal authority, because they owed no prior loyalty to the royal claimant. By contrast, the North-kingdom was born out of Elendil's grants to his own followers, who already owed him their allegiance. In T.A. 1944, the nobility of Ithilien were confronted with a choice: to support Arvedui and renew their connection to Isildur's legacy, or to reject it and, through the Council of Gondor over which one of their own peers now presided, to choose for themselves a monarch who would be beholden to their own aristocratic claims.

The rejection of Arvedui's claim was a watershed victory for the power of the nobles to influence the Council of Gondor, and the council's confirmation of Eärnil as king was made only after special considerations for the enlargement of their political privileges. Eärnil himself held the nobles in great esteem, since they had played a valiant role in the recent defense of Ithilien against the Wainriders. One of Eärnil's first decrees was to delegate the power of selecting Ithilien's steward to the Lord of Emyr Arnen, though he made the latter's choice subject to the approval of the nobility. By this act, the office of the Ithilien stewardship was effectively removed from direct royal control, and placed in the hands of the nobility. This, however, intensified their own internecine rivalries.

The third and final change in the political arena of Harithilien was precipitated by the loss of Minas Ithil to the hosts of Mordor in T.A. 2002. With the steward's seat captured and many of their number slain, the surviving nobility at last forgot their quarrels and made common cause in the defense of their lands. Since the land had now become a frontier of war in the face of an implacable foe, King Eärnil II suspended the stewardship of Ithilien, appointing his son Eämur to lead the Gondorian defense. Yet, although Ithilien officially fell under royal military jurisdiction, the king nonetheless recognized the final authority of the nobility over their own lands, and instructed his son to subordinate the royal forces to their command, making the nobles his officers and councilors.

The defense of Ithilien was ultimately in vain; but had Eärnil not wisely entrusted the command to its nobles, who fought not only for Gondor but for their own ancestral lands, the enemy might well have overwhelmed the Vale of Anduin much more swiftly than he in fact did. As it proved, the nobility of Ithilien tenaciously held their land against unimaginable odds for nearly a thousand years. The continuity of noble control over Harithilien was only further solidified when, in T.A. 2050, Mardil the Royal Steward, the Lord of Emyr Arnen, assumed the supreme command of the South-kingdom indefinitely, an act which ensured that the struggle for Ithilien would thereafter always remain one of the highest concerns in the defense of the realm.

Hyarpendë, Harithilien's largest settlement, has a significant garrison. There are several smaller garrisons maintained by influential Harithilien noblemen. Together with the garrison of Minas Ithil, all these forces defend Harithilien. The Hyarpendë force is raised, trained, and kept under the authority of the steward. The soldiers are mostly infantry, with a small unit of younger nobles filling out the ranks as cavalry.

From these units and the noble forces the Poros Patrol is recruited. It consists of cavalrymen who watch the stretch of the Poros, mostly to prevent the entry of brigands from Harondor. The patrol numbers 1,000 men, but all its members are a cut above the rest and enjoy a certain respect among the commoners.

The rest of the soldiers that are called upon in times of crisis are maintained by local squires. These forces are stationed in forts and small towns and villages around the countryside, mostly in the south. The military is also used as a law-keeping force in times of peace. The soldiers are mostly infantry, with scattered units of cavalry and mounted officers and nobles.

In T.A. 1643, the King's Corps was established, one detachment of which was based in Hyarpendë. The Corps absorbed or replaced the earlier companies, retaining the Poros Patrol under the new command. The regiments of the King's Corps became the elite force of Gondor, fighting valiantly in all its major wars. The Hyarpendë garrison numbered about 1,000.

In addition to the forces mentioned above, there were 5,000 soldiers of Harondor's Territorial Corps stationed just north of the Poros. These were trained and kept under the authority of Harondor's governor, and only the order of the king allowed them to reside in Harithilien. This was a source of dispute among those nobles that had to provide land and resources for the soldiers.

HARMAKA

Haruze name for HARONDOR. "The Harmaka" originally referred to the Ausk Harmaka (EMYN IMLADRIM) in the southern portion of what was once Harondor; but after the cessation of Gondorian rule, the Harmaka came to mean all the lands between the Harnen and the Poros.

HARNEN

(S. "Southwater")

The Harnen is born among the black rocks of the southern Ephel Dúath, issuing forth from the rift of Cirith Nurn. The volcanic peaks of the mountains spill winter rains into the highlands of the Emyn Gonngaran (Ausk Dubat) of Near Harad, which further feed the Harnen. The Harnen flows south from the pass to the gorges of Kres Lugal. Here the river plunges into the canyons in a great cataract during the spring flood.

Unlike many of the waters drawn from the Ephel Dúath, those of the Harnen run sweet and clear. From the Kres Lugal the river flows south, past the famous trading city of Amrûn, and then meanders westward through

some of the richest irrigated croplands in Middle-earth. Almost six hundred miles from its source, the Harnen becomes a broad estuary and mixes with the waters of the Bay of Belfalas.

The Harnen long defined the southern and eastern borders of Harondor, two hundred miles south of the Poros. Many in southern Gondor believe the Harnen was so named because it is the first major river south of their frontier. Scholars and archivists with access to ancient Númenórean maps know, however, that the Harnen was named by Tar-Aldarion during his youthful explorations of the coasts of Middle-earth in the early Second Age.

As it winds its way to the sea, the Harnen cuts deeply into the surrounding sandstone hills and steep escarpments paralleling the river's course for most of its length. The resultant river valley varies in width from few hundred feet near its headwaters in the Cirith Nurn to over forty miles near its mouth. The Kres Lugal, almost seven hundred feet deep in places, is spectacular, but is nonetheless passable enough for a major road, the Rak Chelkar, to run alongside the river all along its length. Both the Ode Auchel and the Ode Pezar, which join the Harnen at Lugalrûr and Amrûn respectively, almost double the river's flow.

The lower reach of the Harnen meanders considerably, particularly after the Carnen joins it in Harondor. Upstream of their juncture, the river valley width varies from under a mile to over ten, but averages less than three. Ships can sail upstream on the Harnen as far as the Carnen. Beyond that, only shallow draft boats can navigate the river past Amrûn, though portages over bars are sometimes required. The spring floods alter the river's course from year to year, making any settlement along its banks problematic. However, farms are plentiful, with buildings located above the flood plain and the fields below to take advantage of the benefits of the flood.

HARNENDOR

(S. "Land of the Harnen")

Harnendor is the name given by the Númenóreans to the lands drained by the Harnen and its tributaries. After Adûnaphel's rebellion in S.A. 2280, the kings claimed this territory for their own. The overall politics of the territory were overseen by the Governor of Umbar; however, three local governors were based at Ramlond, Gobel Ancalimon, and Amrûn. After the fall of Númenor, most of Harnendor was abandoned by the surviving Númenóreans, though Ramlond and Gobel Ancalimon were not.

Harnendor, as the Númenóreans defined the territory, included the former Haruze kingdom of Korb Taskral (Amrûn), Adûnaphel's realm (though it was independent of Númenórean control), various towns and territories ruled by Umbar and administered by the local governors, and several minor, independent domains to the north and south of the Harnen. King Tarannon Falastur, upon his grant of provincial status to Harondor, revived "Harnendor" as the political designation for the province's southern district.



HARONDOR

(S. "South Gondor")

The Gondorian province (and, later, territory) of Harondor existed from the ninth to the twenty-first century of the Third Age. In the later Third Age, the name continued to describe the southward frontier of the Dúnadan kingdom, facing the Haruza realms of Haradwaith and the northern fringe of the Corsair-ruled lands of Umbar. Although Harondor was first joined to Gondor as a civil province, it eventually lost that status as it became a repeatedly-contested war zone with the rebel lordship of Umbar. Harondor was the first of the territories won by the Ship-kings to be abandoned, and rarely have its inhabitants known a time of peace.

History

Though this region was not called "Harondor" until the early Third Age, it came under Númenórean influence in the Second. The Faithful of the Pelargirean League knew the upland country as the Laegardh (S. "Summer Land"), the country where summer heat was harder on men than winter cold, but also as Aegardh (S. "Fell Country"), for the fierce Eraguk nomads who dwelt there, and later Porosardh (S. "Border Realm"), as the highlands fell under the rule of their fellow Dúnedain. Other Númenóreans knew the Summer Land as part of Harnendor, the vast stretch of Near Harad draining into the lower Harnen.

The Númenórean presence in the region was limited prior to Adúnaphel's rebellion in S.A. 2280. Her defeat marked the beginning of an extensive Númenórean colonization and engineering effort along the Nan Harnen and the coasts. Noblemen founded estates in the Harnen lowlands, improving their agricultural yield by building irrigation systems for the control of the river's floodplain. The native Dōnan and Haruza peoples could offer little resistance to the Men of Westemnesse. Their towns grew and their culture developed over the centuries, but their dependence on Númenor never lessened while the age lasted.

At the beginning of the Third Age, these lands were caught between the expanding spheres of influence of Gondor and Umbar. The early centuries were filled with great fluctuations in political and military hegemony. Tarannon Falastur was the first king to extend royal influence any great distance into the lands south of the Poros, and it was by his order that the province of Harondor was founded in T.A. 830. The region suffered badly as Gondor and Umbar came into direct conflict, and it was not until Umbarean forces were forced south of the Harnen in T.A. 913 that some measure of peace was brought to much of the region. Yet along the Harnen, war continued to rage and devastate Harnendor until Hyarmendacil smashed the last remnants of Umbarean resistance in T.A. 1050. Now peaceful, the lands bordering the Harnen were designated as Harnendor, after the old Númenórean domain of the same name.

Haruza court in
Harnendor





Hyarmendacil, wishing to improve conditions in the province, offered free farmland along the middle and lower Harnen to landless peasants who were willing to settle there permanently. Many accepted the generous offer, and the region's population, which had been experiencing a decline for a long time, quickly increased. The various ethnic groups living west of the Hyarmentë intermingled and lost most of their distinctive traits.

The Kin-strife barely touched Harondor. The province was solidly under Castamir's control, due to its strategic importance and its inhabitants' support for the traditionalist confederacy. But when Eldacar returned to power in T.A. 1447, the long peace came to an end. Though Castamir had fallen in T.A. 1448, his followers continued to hold Umbar and Harondor, excepting only Methir. Northern Harondor became an exposed border march, and the rich farmland along the Poros was slowly abandoned as it became a battlefield between Eldacar in Harithilien and the traditionalists holding the Eryn Laer. Retreating from the siege of Pelargir in T.A. 1448, many of the confederates entrenched themselves in these hills, while others traveled south to the cities of Harnendor, where later Castamaitë, denied his father's crown, organized the refugees into raiders and led them in a multitude of attacks against Gondorian shipping and coastal settlements.

The T.A. 1540-1551 war was fought across Harondor. All the lands west of the Hyarmentë fell in the first year of the war, but it took another decade to fully secure the region. The lower and middle Harnen valley was devastated as the rebels were forced across the river. The old province could never be rebuilt as it had been, for there was no peace along the great river. The lands along the Poros did recover in the years afterward, since the formerly contested frontier was never again a battlefield until the Second Wainrider War.

During the intervening centuries, Harondor suffered from repeated Corsair and Haruze incursions. Many coastal villages were burned or deserted, and their inhabitants fled to the few fortified towns or gradually migrated northwards. The Plague, killing perhaps a third of the region's inhabitants, weakened royal hold over southern and eastern Harondor. Harnendor and its capital of Mírlond were captured by Sangahyandion, the acting governor of Umbar's Harnen territories and nephew of Angamaitë. Confirmed as governor, Sangahyandion held Harnendor despite everything Gondor sent against him.

King Tarondor, realizing the necessity for political reform in Harondor, granted its governor extraordinary (almost dictatorial) powers. The first governor, the king's own able son-in-law Barahir, ordered the construction of several border fortifications, reorganized the army, and recruited Northman settlers to replace losses caused by the Plague. Eventually, he liberated Gobel Mírlond, killing Sangahyandion and many of his troops. These efforts greatly improved Harondor's security, giving it a semblance of peace for several generations.

The territory did not suffer another full-scale invasion until T.A. 1944, though border troubles continued unceasingly as its inhabitants steadily migrated northwards. The men of Umbar and nomad clans continued to raid across the Harnen. Though they managed to seize small pieces of territory along the north bank of the Harnen, they were unable to hold them. Harondor's governors opposed these encroachments, and numerous small campaigns were fought for the control of forts, bridges, and ruined towns.

After reconquering Umbar in T.A. 1810, King Telumehtar turned his attention to his inland frontier, having the same desire to improve the region's conditions as did Hyarmendacil eight centuries earlier. To this end his forces took firm control of the north bank of the Harnen. Yet along the south bank of the Harnen, Umbarean forces and refugees continued to resist Gondor and the king was unable to dislodge them. Gondor's strength had waned, and few could now be enticed to settle in an area still subject to raiding and attacks. The recovery attempts met with limited success, mostly centered along the Ethir Harnen and the inland territories of the West March.

In T.A. 1940, the Umbarean exiles dwelling along the Harnen seized Umbar. Though the victorious Umbareans made no moves into Harondor, the threat they posed could not be ignored. Yet four years later, another disaster occurred. The Wainriders returned from the East. Instead of Umbarean troops, it was the Wainriders and their allies—the Haruze and the Variags—which invaded Harondor, decimating the territory. Villages were pillaged and razed, fields torched, and captured locals massacred or enslaved. The civilians fled north in a panic, causing serious problems for Gondor's overburdened army. The invaders soon crossed the Poros but a skillful general, Eärnil, defeated and routed them in a huge battle in Harithilien.

Harondor never recovered from the Wainrider invasion. The territory was largely depopulated and Gondor now lacked the resources to defend it properly. The kings still claimed sovereignty over Harondor but, in practice, Gondor's southern border had moved almost back to the Poros. The army used the brief calm after Eärnil's victories to dismantle its fortifications along the Harnen and to rebuild those along the Eryn Laer in the far north of the territory. The population loyal to the Winged Crown migrated to the Anduin valley. Gondor's position was further weakened when the Witch-king's host captured Minas Ithil in T.A. 2002. Suddenly there were enemies on a new front, and King Eärnil had to accept that Harondor was lost for good.

For the rest of the Third Age, Harondor was split and divided; portions were controlled by Umbar, nomads, and a varying number of petty Haruze tyrants. Only the Corsairs of Umbar and the best of the Haruze leaders showed the skills or will needed to rebuild what the Dúnedain had abandoned. Several times during the sub-



sequent centuries, Southron dynasties (or the minions of Mordor who increasingly dominated them) made major attempts to break the power of Gondor. When this occurred, armies of both sides made forays across Harondor. Raids and invasions devastated the land anew and left many of its people impoverished and miserable. Only in the early Fourth Age, under the benevolent rule of Elessar, did hope return to the people of Harondor.

The Land

On Gondorian maps, Harondor has clearly defined borders: the Poros to the north, the Ephel Dúath to the northeast, the Harnen to the south and southeast, and the Bay of Belfalas to the west. Thus it is the largest province in southern Gondor. Physically, culturally, and economically, however, Harondor has always been bound to the larger spheres of Near Harad and Umbar. Despite determined efforts by the Ship-kings and others to populate the country with Gondorians and to wall off outsiders, the history of Harondor has always turned on events occurring beyond the Harnen.

From north to south, the traveler crosses Harondor from temperate lands to dry. First, one comes to the lowlands of the Laergaladrín along the Poros and the Ethir Anduin, well-cultivated country much like neighboring Lebennin and Harithilien. Many trails and passes climb from the settled lands into the Echorbel, the hilly edge of the Harondorian uplands. These hills, the jumbled Emyr Annûn near the sea and the ravine-cut Emyr Laer reaching inland to the foothills of the Ephel Dúath, are inhabited where the soil is good and are nowhere rugged, but they do serve to mark a decisive change in the landscape.

Beyond the Emyr Laer lies the Aegardh, a flat, grassy plateau that stretches some hundred miles south and two hundred southeast. Broken occasionally by deep river gorges (the most impressive of which is that of the Carnen) and undulations of hill country, it turns into desert scrubland before dropping off into the valley of the Harnen. This country is the natural domain of herdsmen, save where good water and soil are found together. Around rivers and springs, the land responds to careful husbandry and is spotted with abundant, stone-edged gardens, fields, orchards, and vineyards.

To the south, the edge of the Aegardh is marked by the Emyr Imladrim (known to the Haruze as the Ausk Harmaka), which form the southern arm of the Echorbel. Rougher, drier, and more vividly canyoned than their northern counterpart, the Emyr Laer, they harbor many small spring-fed valleys, marked by villages and farms that seem dug into the hills like Dwarven-holds. Most of Harondor's soil, even when carefully tended, is inferior to that of the Vale of Anduin. To exploit its agricultural potential, the Gondorians constructed extensive terraces and irrigation systems during the peaceful centuries before the Kin-strife. The farmers grew wheat, olives, melons, and figs, and their settlements were decorated with orchards and often boasted a vineyard or two.

Many of the villages, estates, and irrigation systems along the Harnen were abandoned and destroyed during the war in T.A. 1540. Away from the river the land fared both better and worse. Though less ravaged by war, the general instability in Harondor caused many to leave their homes for more secure lands in Gondor or Umbar, depending on the individual's political leanings. About the same time within the East March, the nomadic clans started to gain a measure of independence which increased over the following centuries, as oversight of the district was neglected due to the conflict with the rebels in Umbar.

Following the Second Wainrider War, the nomads also controlled much of the Aegardh in the former West March as well. The lands around its borders never fully recovered from their raids while the Third Age lasted. The Laergaladrín remained partially inhabited until the reign of the first Steward of Gondor, when the realm's military power waned. The few that had remained after the Wainriders and their allies had been defeated now left for Ithilien and Lebennin. The area became a disputed border region which eventually, like Harithilien, reverted to a mix of woodlands and grassy fields.

Harondor has a dry climate, with hot summers and mild winters with some rain. Spring comes early, already in Ninui, when plants and trees blossom, and the greenery absorbs the last of the winter moisture. This beautiful season is over by Lothron, when the hot summer begins and all vegetation, save trees and that along the rivers, turns brown. During the late summer, the East March occasionally suffers from the Sûl Rhúnen (S. "East Wind"), a hot and dry wind from the Haradwaith, bringing temperatures over 100° F and turning the sky a yellow brown from the dust and dirt it picks up and carries along with it. This weather is a strain on all Men, causing headaches and flaring tempers, and precluding strenuous work as the temperatures stay well above normal, even during the dark of night.

For all the severity of its weather and landscape, Harondor can be traversed with relative ease by anyone at peace with its inhabitants. The coastal regions, while boasting few large ports, are readily visited by small merchantmen and fishing craft. The Poros and the Harnen flow leisurely from the Ephel Dúath through wide and flat valleys. The Harnen can be navigated by sailing ships up to Tharven, where the Iant Harnen spans the river. The Poros is shallower, and can only be utilized by small river craft.

Good roads and trails cross the Echorbel along many routes, the best being the Hyarmentië, the great Númenórean highway running from Hyarpendë in Harithilien to Gobel Metharn in the Utter South. Along with portions of the Men Harnen, it known as the Men Harad, linking Gondor by land with the cities of Haradwaith. Only the Emyr Gonngaran, the eastern foothills of the Ephel Dúath, cause great difficulty for the traveler. Those not familiar with this rugged country face a maze of broken ravines, with the only water running along the bramble-choked canyon bottoms.

Flora and Fauna

Harondor's encircling ring of rolling hills and a central plain are covered by low, hardy grasses. Where water is plentiful enough, there grow copses consisting mostly of wild fig trees, pines, olive trees, and occasional oaks and beeches. Willows and lime trees can sometimes be found growing along small brooks and creeks, while large, thorny shrubbery takes up land where nothing else can grow.

The fauna west of the Hyarmentîë are fairly harmless to the traveler. The big predators, such as lions, brown bears, panthers, and wolves, were hunted near to extinction early in the Third Age, but these predators returned within a few generations of the Gondorian withdrawal from the region in T.A. 1944, the land reverting to the wilderness it had once been. Foxes, wild dogs, and an occasional black bear remain even in tamer lands. Wild goats and sheep are common herd animals, while feral cattle and horses are much rarer. Antelope and boar challenge the hunter, as both make good speed on their native ground, yet even their plentiful numbers steadily declined through the mid-Third Age. The only animals persistently dangerous to men are a few species of poisonous snakes.

The Inhabitants

Harondor's original inhabitants, the time of whose arrival is lost in antiquity, were semi-nomadic tribes of herders and farmers related to the Daen peoples of the Nan Anduin and the Haruze of Near Harad. During the course of the Second Age, most of these people were drawn into the more settled lifestyle of the Númenóreans or the more sophisticated Haruze immigrants from the upper and middle Harnen. A few clans survived far into the Third Age, still clinging to their traditional lifestyle, herding sheep and goats in the hills, and farming the valley.

The Dônán, generally called "Inlanders" by the Westron-speaking folk of Harondor, belong to the Daen peoples, and are fairly closely related in speech and culture to the Men of the White Mountains and the Donaen of Ered Lithui's northern slopes. Their coastal relatives, the Sakalai, intermixed with their Dúnadan overlords and later became the common folk of Gondor. The Inlanders of the mid-Third Age are farmers and herders who live in the Ephel Dúath foothills of northern Harondor. Their agriculture is primitive by Gondorian standards, and is augmented by hunting deer and herding sheep and goats. They live in villages, usually located near streams or wells, with houses built of wood with thatched roofs, surrounded by a log palisade.

Before the arrival of the Númenóreans, the Dônán were under constant pressure from Haruze migration, both the traditional hill tribes migrating in from the east and horse-mounted shepherds, the Eraguk, coming up from the south. During Ar-Pharazôn's reign, the Dônán were

almost obliterated by the slave-trade and the Cult of Melkor. Only the Downfall of Númenor saved them from extinction and, during the first centuries of the Third Age, they were left alone to recover.

When Tarannon extended his dominion into Harondor during the eighth century, the Dônán subjected themselves to the Winged Crown without opposition. However, they never developed a sense of loyalty to it; nor did their hatred of the Haruze cease, fearing that the hill-folk would drive them entirely from their homelands. After the Second Wainrider War, there were no Dônán left in Harondor. The survivors had moved across the Poros into the Ephel Dúath foothills of Harithilien where, in a few generations, they were assimilated into the Gondorian mainstream and disappeared as a distinct ethnic group.

A fiercer people than the hill-folk, the nomads of the Aegardh have always been a constant threat to the agriculturalists who dwelt along the edges of the Harondorian steppes. In the late Second Age, the Eraguk west of the Hyarmentîë were pacified by the Númenóreans. The clans that continued to stalk Númenórean travelers on the old road were forced east of the Camen, where their power was broken until Númenor's fall. In the years afterward, they resumed their old ways and allied themselves with Sauron. However, Anárion's forces in the War of the Last Alliance once again shattered their power. They were, for the most part, absorbed into the more sedentary Gondorian and Haruze societies during the course of the first millennium of the Third Age.

During the terrible wars of the sixteenth and seventeenth centuries, new nomad clans migrated into the eastern Aegardh. The kings of Gondor and the Haruze monarchs who replaced them after the twentieth century lacked the power to overawe the nomads, who were now free to practice their traditional habits of banditry and sheep-rustling. A constant threat to the settled lands around them, the nomads were a major reason for Harondor's economic and political weakness during the later Third Age after they also moved into the western Aegardh.

The common Gondorian folk of the province were descended from Second Age Númenórean colonists and various Daen peoples of the coasts of Belfalas Bay, with most in Harondor possessing some Haruze blood. Physically, they differ little from the inhabitants of Harithilien or southeastern Lebennin. Their mother tongue is Westron, albeit spoken with a distinctly local accent, and their lifeways show the colorful influence of their Haruze neighbors. For this reason they were always known to their kin in Gondor as the "Outhame," a Westron term for outsiders. The Outhame accepted this label because they were well aware of their status as immigrants in the homeland of their fathers and eccentrics in the heartland of their culture.





The Outhame were latecomers to Harondor, having arrived in two waves. The first wave came during the last centuries of the Second Age, when the Númenóreans ruled the coasts and openly sought to expand their holdings. These people settled mostly along the coast, earning their living from agriculture and fishing. The second Gondorian immigration lasted from Hyarmendacil's reign to the beginning of the Kin-strife.

The kings encouraged farmers of the Vale of Anduin to settle in Harondor's river valleys and coastlands in order to provide the region with a loyal and productive population that would develop its natural resources. These settlers built the towns and irrigation systems that made Harondor a valuable prize for the warring factions born in the aftermath of the Kin-strife. Yet it was the wars between the kings of Gondor and the rebels in Umbar that ruined much of its value. The commoners suffered terribly from the many post-Kin-strife wars with Umbar and, later, with the Haruza. The villages, estates, and irrigation systems in the Harnen valley were devastated in the wars of the sixteenth century. After that conflict, the Outhame were a minority in their own land.

Attempts to rebuild their strength failed, and their society finally collapsed during the Second Wainrider War. In the terrible spring of T.A. 1944, almost all commoners perished or fled to Harithilien and Lebennin. After that, only the Laergaladrín still boasted an Outhame majority. The rest of Harondor was left to the Corsairs of Umbar and the Haruza.

The Haruza peoples of Harondor represent a case almost as tragic as the Outhame. Their ancestors were akin to the hill-folk of northern Harondor and the Eraguk of the upland steppes. In ancient times (and in later days, in the more impoverished corners of their land), they lived in settlements no more sophisticated than those of the Dônán. However, the mid-Second Age saw a flowering of Haruza culture, inspired by the coming of the Númenóreans to Middle-earth and the revolution in agriculture and trade that came with them.

While the Nan Harnen was eventually ruled and settled by Númenórean colonists, the hill country of the Echorbel became the focus of Haruza resistance. The southern arm of the Echorbel (the Eryn Imladrim) was known to the Haruza as the Ausk Harmaka; eventually the name Harmaka became a general one for all the Haruza lands north of the Harnen. Sadly, the native states of the Harmaka were caught up in the struggle between the factions of Númenor and the minions of Sauron. The Cults of Melkor and the Dark Lady flourished among the western Haruza, leading to a Númenórean reaction that saw them ruined and exploited.

The early Third Age saw a revival among the Haruza as an independent power. Umbar lacked the strength to enforce its old colonial rule and even saw its sub-colonies along the Harnen break away. Unfortunately, the old traditions of brutal, cynical governance had passed on to

the new rulers of the Harmaka, leaving them open, after a few centuries of misrule, to the expanding power of Gondor. Ironically, the establishment of Harondor led to a second great flowering of Haruza culture.

The Ship-kings hoped that, with enough immigration and intermarriage, all of Harondor would be populated with peoples loyal to their rule by both birth and culture. Instead, the Haruza population grew as fast as that of the settlers from Lebennin; away from the centers of Gondorian power, most Haruza continued to speak their own language and worship by their own traditions. While the Haruza remained second-class citizens in their own land, as long as the kings of Gondor ruled well, they were no worse off than their ancestors under the old native aristocracies. By and large, they remained loyal to the "Lords of the Stone-land" until the time of the Kin-strife.

The rule of the confederates in Harondor gradually undid most of what the Ship-kings had accomplished in the province. The racial bigotry that had been restrained during the more benevolent years of Gondorian rule now went unchecked. The influx of refugees into Harondor also caused a tremendous strain on the resources of the province. Most of the refugees were forced to remain in Harondor, therefore the rebel leaders defending it against Eldacar had to find a place for them. Oftentimes a place was found, but only at the expense of others long resident there, particularly the Haruza.

Resentment grew and many Haruza abandoned any support for the followers of Castamir. A multitude of small rebellions broke out among the Haruza population as many fought against injustices (both actual and perceived). Though none of the uprisings were large or destabilizing enough to bring the security of the region into question, the attack by the army of Gondor in T.A. 1540 combined with the internal dissent was critical in the rapid recapture of Harondor. Years of agitation by Haruza dissidents and Sauronic minions continued, though the rulers of Harondor had changed. By the seventeenth century of the Third Age, few Haruza had any great loyalty to their Gondorian or Corsair masters; the surviving Outhame had few friends left in their own country, and both Gondor and Umbar were often obliged to rule parts of Harondor by coercion.

Eärnil II's withdrawal from Harondor in the twenty-first century was a stark recognition of the fact that the men of Gondor were no longer welcome there. Harondor became generally known as "the Harmaka" among the Haruza, and its population was almost entirely Southron. Sadly, the new rulers proved no better at protecting the land and people than the old lords. Kingdoms and dynasties rose and fell, but no great unifiers or builders were among them. When great powers passed through the Harmaka, the western Haruza might follow or be exploited, but their time to lead never came. Only the territory controlled by the Corsairs of Umbar proved to have any lasting stability or peace. Even then, internal



divisions within their ranks and their preoccupation with destroying or retaking Gondor kept their Harondorian possessions from reattaining the same level of prosperity enjoyed in the years preceding the Kin-strife.

Politics and Power

Prior to its incorporation into the provincial system of Gondor, Harondor was ruled by a patchwork of mostly Haruze kingdoms, dynasties that had come to power under the tributary regime of imperial Númenor or soon after its fall. The last of these realms collapsed after Tarannon began the transformation of the region into a province, a status Harondor enjoyed until T.A. 1448, when the confederate entrenchment south of the Poros compelled King Eldacar to militarize the territory still under his control.

Eldacar, recognizing the importance of a stable chain of command on his southern frontier, departed from the usual practice of appointing a new military governor every few years, and instead made the office a life-long appointment. In addition to this, the king ennobled Ecthelion, the first governor, promising to keep the rule of the territory in his family (though this did not actually involve an enfeoffment of Harondor itself, only the bestowal of the town of Methir and its district). Ecthelion was one of Eldacar's able commanders, a commoner from Osgiliath, and both he and his heirs governed Gondorian-controlled Harondor until their last scion perished in the Wainrider invasion of T.A. 1944.

After the Second Wainrider War, the kings only controlled northern Harondor. No new governor was appointed in T.A. 2002, since by then the territory, apart from the southern bank of the Poros and the fortified coastal strip opposite Tolfalas, was effectively outside royal control. The controlled area was transferred to Ithilien's jurisdiction as the "South of Poros" district, under a high-ranking army officer, who resided at the Methir fort as its legate.

Warcraft

Harondor's internal military resources, while considerable, were never sufficient to defend its borders against powerful threats from Umbar and Near Harad. Instead, the governor was responsible for a small mobile force, frontier garrisons, an extensive militia system, and several fortresses in the interior that served as storehouses for arms, stock, and supply for Gondor's southern army. Both the feudal and regular components of this army tended to be based in Harithilien, the great granary of the realm.

While logistically sound, this arrangement suffered from a serious drawback: the lords of Ithilien and the royal prince who commanded their army were, for reasons of tradition and prestige, never subject to Harondor's governor. This fact caused frequent disputes over authority, and (more importantly) led to a gap in knowledge and culture between the royal commanders and the people whom they were supposed to defend. In case of war,

Harondor's leader could mobilize a considerable territorial levy. Large numbers of Aegardh horsemen, less well-trained than the southern army but far better at handling the climate of the Aegardh, could also be summoned at times, though their reliability was more questionable.

In addition, the governor could also summon or hire tribal levies and scouts from among the nomads of the borders and hill-clans of the interior, the former greatly improving the strength of the Gondorian cavalry. Yet these troops were easily bought and were willing to change alliances whenever an appropriate price was paid, making them both expensive to maintain and highly unreliable. Loyal merchant alliances and knightly orders provided seasoned troops to supplement the royal forces. Small groups of experienced rangers, hunting dogs, and hunting cats were organized for the pursuit of Orcs and wolf-riders, while a single band of hawk-riding wing-scouts were used for reconnaissance.

HAUDH-IN-GWANUR

(S. "Mound of the Twin Brothers")

Haudh-in-Gwanur is a burial mound, raised on the north bank of Athrad Poros in T.A. 2885 to honor Folcred and Fastred, the sons of King Folcwine of Rohan who had fallen in battle with the Haruze during Túrin II's defense of Harithilien that same year. The very memory of Folcwine's sons inspired fear in the Haruze for generations to come, and none dared to cross the Poros under the shadow of their mound, until at last, in T.A. 2954, Harithilien was finally abandoned and Orcs from Mordor cast down the tall stone that crowned the mound. Despite this, the twin brothers' grave itself was never violated by Gondor's enemies. Soon after the War of the Ring, Princess Eowyn of Ithilien caused the standing stone of Haudh-in-Gwanur to be restored.

HAUNTED MOUNTAIN

Colloquial Westron form of OROD FAEREN.

HEAHYRNE

(So. "Exalted Peak")

Heahyrne is the Rohirric (post-T.A. 2510) name for one of the major peaks of the White Mountains adjacent to the western reaches of the Mornan. Towering above its neighboring peaks, and capped with year-round snow, this mountain joins the northern wall of the Ered Nimrais facing Calenardhon. Although it is visible from southern Gondor, its aspect from that side is not remarkable enough to attract a name for itself, save among the Orodbedhrim who range exclusively in the high mountain vales.



HELDASIRIL

(Q. "Naked Stream")

The Heldasiril is one of the principal streams that takes its source in the Pinnath Gelin of Anfalas. The Númenórean venturers gave this stream its name because it was the first of the watercourses of southern Gondor to have its banks deforested by the felling of trees (a fate which was to befall the majority of the lands south of the White Mountains prior to the close of the Second Age). Although unnavigable, the Heldasiril is deep enough to necessitate a bridge at its mouth where it is crossed by the Rathon Gondor, next to the village of Iantras.

HOGO TAROSVAN

(Du. "Phantom Doors")

Hogo Tarosvan is the Danan Lin name given to an ancient Daen Coentis burial site in the White Mountains, which lies some ten miles northeast of the town of Ossarnen in Lamedon. The original name for this site is not remembered by the Danan Lin, but its ancient significance seems to have derived from its association with the Daen veneration of Sauron as a servant of Aule. Whether this association was present when the site first began to function as a burial ground, or whether it was a later development as a consequence of the withdrawal of the Oathbreakers into the mountains, is unclear. Whatever its origins may have been, Hogo Tarosvan functioned as a community of living Oathbreakers as late as the middle of the seventeenth century of the Third Age.

The burial field of Hogo Tarosvan rests atop a precipitous butte of blue granite, whose southward face is punctuated with seven cavernous maws from which issue the headwaters of the Nen Galen, one of the four main tributaries that join to form the Ciril in Lamedon. These caves, whose natural dimensions were expanded when the Sauronic sanctuary was delved, are used by the Oathbreakers as a fortified refuge. It is these caves which give the site its Dunael name.

HWANHIR

(S. "Sponge Stream")

The Hwanhir is one of the many tributary streams of the River Lefnui in Anfalas. Unlike the neighboring mountain vales whose streams feed the Lefnui, the topography of the Nan Hwanhir is less precipitous, causing its stream to meander and form a boggy expanse before it reaches the larger river (hence its name). The wetlands of the Hwanhir are shallow and not dangerous to travelers, but crossing them can slow movement quite a bit. Otherwise fordable, the Hwanhir fen cannot be crossed by horses without difficulty.

HYARMENTIË

(Q. "South Way")

The Hyarmentië is the longest stone-paved road in all of Endor, and it numbers among the greatest surviving engineering works of the Númenóreans. From Hyarpendë (opposite Pelargir) in the north to Gobel Metharn in the Utter South, the road measures over 4,500 miles in length, roughly paralleling the western coast of Endor. Almost 250 miles of it lie within Harondor, between the Harnen and Poros. Another 100 miles lie in Harithilien between Athrad Poros and Hyarpendë.

Construction of the Hyarmentië north of the Harnen began at Tharven in S.A. 2285, terminating at Hyarpendë in S.A. 2432. Starting from Gobel Ancalimon in S.A. 2284, the Hyarmentië was advanced along the southern bank of the Harnen before turning south towards Umbar. The two road segments linked the long established colony of Umbar with the newly-founded Pelargirean League and the Númenórean possessions along the Harnen.

While the design of the Hyarmentië changes to best suit the land it is passing through, certain elements in its construction remain constant. Measuring thirty feet in width, the Hyarmentië is broad enough for five wagons to travel abreast without crowding. The roadbed is raised an average of six feet above the surrounding landscape and is kept level or has a very mild slope over most of its length. When significant elevation changes must occur, switchbacks keep the grade at one percent (a one-foot vertical elevation change for a hundred-foot horizontal distance traveled) or less. The roadbed is also slightly rounded, with the peak in the center being significantly higher than the edges. Combined with the raised roadbed, this prevents rain from flooding the road surface. Leaguestones are spaced along the road every three miles along with a well, cistern, or aqueduct. Way-stations were constructed next to every seventh leaguestone, so that travelers could periodically rest out of the elements and water their animals. Some of the way-stations have a permanent staff to serve the needs of the travelers.

The Hyarmentië has survived the years since its construction with little damage. Weathering has only superficially marked the road and its structures. Only the wars between Gondor and Umbar have caused more severe damage, mostly limited to toppled leaguestones and burned way-stations. When the kings abandoned Harondor, attempts to damage the Hyarmentië were largely unsuccessful. What damage was done was eventually repaired by Umbareans from Mírlond and the new Haruze lords that occupied western Harondor. In the War of the Ring, the Hyarmentië was the main route for the Haruze and other invading peoples.

HYARPENDĚ

(Q "South Slope")

The most important town in Harithilien is the trading haven of HyarpendĚ, opposite Pelargir on the bank of the Anduin and at the northern terminus of the HyarmentiĚ. Its life is intimately connected with that of Pelargir, and it has grown accordingly. HyarpendĚ was built around the Númenórean ferry station linking the HyarmentiĚ to Pelargir. As Pelargir became a major trading center, HyarpendĚ was transformed from a lazy village into a bustling gate to the eastern Vale of Anduin. As roads were built and communications established, its business changed from principally fishing to exclusively trading. Merchants providing horses and mules for the caravans to and from Pelargir prospered, and the town became renowned for its high quality of horses.

The link to Pelargir is a ferry whose operation dates back to the time of the Pelargirean League, and through it people and goods are shipped to and from the city once every two hours. The ferry is almost always full, with lines of people waiting in turn on both sides. To be ferried across the Anduin costs 10tp for one person, adding 5tp for each man's load carried. Livestock and horses are not allowed on the *ferry*. If one wants to transport such goods, special arrangements must be made. There are plenty of fishermen willing to ship strangers and cumbersome goods, providing the payment is high enough. Since the risks of trusting in strangers that could be criminals are high, so are the prices. The unwary traveler can end up paying ten times the fare of a ferry trip.

There is a local coach line that connects HyarpendĚ to the towns along the Poros as far as Tir Ethraid. From there, it is possible to travel to Harondor or Minas Ithil. The cost of a coach trip is 1tp per mile.

HyarpendĚ is centered around the ferry berth, where an engraved, thirty-foot tall obelisk marking the end of the HyarmentiĚ is all that remains of the original Númenórean ferry station. There are a few shops, mostly providing equipment and provisions for people traveling within the country. Three local merchants sell horses and mules, and also run the coach line. There is a small smithy, where only basic services are offered. The Five Falcons, a large establishment, provides meals and a place to sleep for the weary traveler. Prices are high and the service poor, but, as it is the only alternative on the east bank of the Anduin, it flourishes.

IANT AMRŪN

(S. "Amrŭn Bridge")

The Iant Amrŭn crosses the Harnen just above the confluence of that river with the Ode Pezar, linking Tiras Amrŭn on the western cliffs with Amrŭn on the eastern cliffs. It was built in S.A. 2381 by the Númenóreans to the eastern terminus of the Men Harnen and where the Harnen river valley narrows. The 20-foot wide roadbed runs for over 1,800 feet atop twenty granite arches, crossing the river valley 75 feet above the Harnen. Each semi-circular arch span measures 75 feet across, supported by piers 15 feet wide and 50 feet long with tapered ends to resist the flow of the Harnen.

The roadbed is wide enough for three wagons to travel abreast, though traffic is rarely heavy enough to make this an issue. For most of the year, the Harnen flows through the centermost span unimpeded, though when the river floods, it can flow through as many as six or seven. Like all Númenórean road construction, the Iant Amrŭn is made from large granite blocks. It is a tribute to the Númenóreans and their construction techniques that the bridge has weathered the centuries virtually unscathed. Small forts originally guarded the bridgeheads, however Tiras Amrŭn and its neighboring city have incorporated them into their town and city walls. Tolls are collected at both ends of the bridge.

IANT CARNEN

(S. "Carnen Bridge")

The Iant Carnen crosses that river three miles above its confluence with the Harnen, carrying the Men Harad from the town of Tharven in the west into Harondor's East March. The bridge was built in S.A. 2288 by the Númenóreans as they began construction on the Men Harnen and extended the road eastward to Amrŭn. The Iant Carnen carries a 20-foot wide roadbed 80 feet above the Carnen. The roadbed is supported by thirty-two semi-circular granite arches, which carry it almost a half mile across the Carnen river valley. The arches have a uniform span of 60 feet and are supported by 15-foot wide and 50-foot long piers with tapered ends to resist the flow of water.

A heavily fortified gatehouse protects each end of the bridge. Their original construction has been largely unmodified by their various garrisons. Typical of Númenórean construction, both the bridge and the gatehouses are built of granite. The weathering of many centuries has left little mark on the bridge. The gatehouses have suffered somewhat from military action, but the damage has been superficial.





IA NT HARNEN

(S. "Harnen Bridge")

A marvel to behold, the Iant Harnen numbers among the greatest surviving engineering works of the Númenóreans. Just over five miles long, it carries the Hyarmentie 100 feet above the Harnen river valley. It is broken into two nearly equal segments by a short plateau that rises from the valley floor. The Harnen is split by this plateau, so its waters flow under portions of each bridge segment. The massive scale of the bridge reflects the need for an elevated roadway during the annual flooding which the Vale of Harnen experiences.

The Iant Harnen's elliptical arch spans measure 130 feet across and are supported by piers 20 feet wide and 150 feet long, tapered to resist the Harnen's flow. The approaches to each end of the bridge are guarded by twin citadels, Tiriant Forn and Tiriant Harn, and a small fort, Tiras Harnen, is located on the plateau. The bridge is built of granite, but a variety very high in quartz, so that in the sun it glitters and shines.

IA NT-IN-EILPH

(S. "Bridge of the Swans")

The Iant-in-Eilph bridges the flow of the Caleneithel just above that stream's confluence with the Morthond-Ringló estuary, and marks the northern extent of the Elven haven of Edhellond. The low stone bridge gets its name from the numerous swans that congregate there. More than simply a convenience for crossing the Caleneithel stream, the Iant-in-Eilph is the terminus of all the Paid-i-Rendir (S. "Pilgrim Ways") that converge at Edhellond, the Sírbad and Annúbad being the two major gathering points for the many wandering Elves seeking the haven.

IA NT LINHIR

(S. "Linhir Bridge")

The Iant Linhir was constructed in T.A. 752, during the reign of King Siriondil, to mark the commencement of the building of the Rathon Gondor. The Iant Linhir is the only bridge over the River Glinduin, and its economic importance grew with the fortunes of the town. Although it fell into disrepair during the latter years of the Third

Age, the bridge was never destroyed, and was restored during the reign of Elessar. (For a detailed description of the Iant Linhir, see Section 6.3.)

IA NT TINNEN

(S. "Tinnen Bridge")

The Iant Tinnen bridges the course of the Tinnen thirty miles upstream from its confluence with the Anduin, where it intersects the path of the Men Ithilien. The bridge and its accompanying settlement came into being soon after the creation of Harondor, when traffic along the north-south road became more frequent. Overshadowed by the importance of neighboring settlements, however, Iant Tinnen never attained township status. The settlement was abandoned in T.A. 2109, due to Orc attacks from Minas Morgul; but the bridge remained in use by the hosts of Mordor and their Haruze allies during the later Third Age. The site was not reinhabited until long into the Fourth Age.

IA NTRAS

(S. "Bridge of the Cape")

Iantras is a small harbor and fishing-town about eighty miles west of the Morthond-Ringló estuary. The town serves as the residence for the Legate of East Anfalas. The population is around 1,800, a large part of which makes its living as part-time fishermen or sailors. The surrounding area is covered with many large fens, making it poor agricultural country. The town is situated alongside the estuary of a small creek, forming a deep and protected harbor for up to medium-sized vessels.

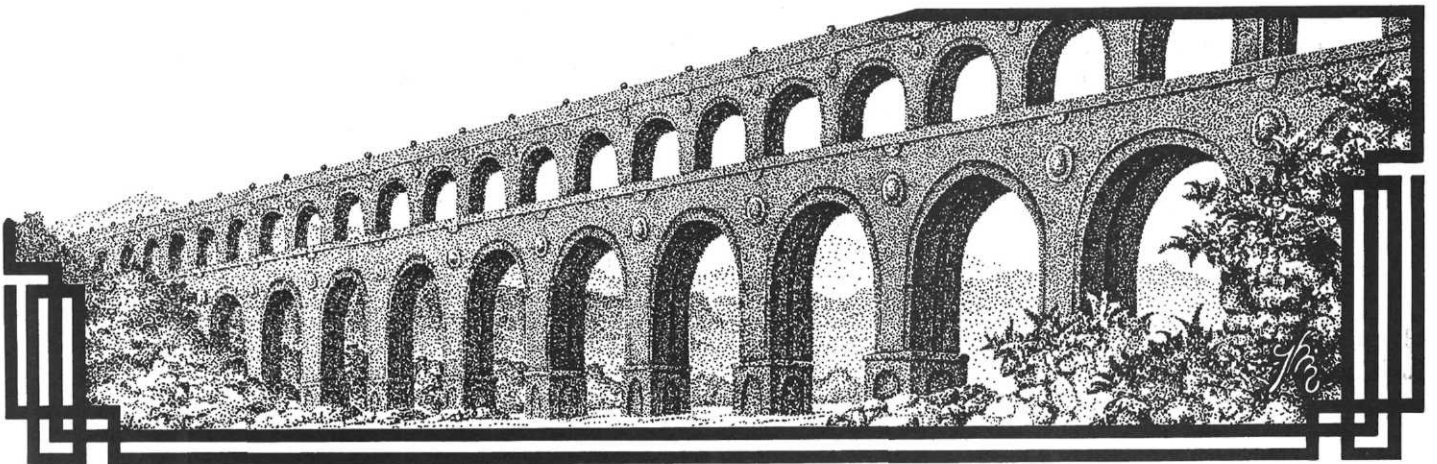
Most trade is conducted with the villages in the surrounding countryside, but there are a few merchants engaged in long-distance trade—mostly based on salt gathered from the nearby brackish marshes. With the emergence of the Corsairs, Iantras was surrounded by a rather rudimentary palisade—intended only to keep out the occasional Umbarean raid and not to withstand a siege of any duration.

IAWAER-I-BELFALAS

(S. "Watery Abyss of Belfalas")

Alternate name for the BAY OF BELFALAS.

Iant Amrûn



IMLAD ANGREN

(S. "Iron Gorge")

Imlad Angren is the name for a complex of mines in the White Mountains of the Mornan. As its name suggests, iron is the ore most commonly found here. The name is also used in its grimmer aspect to allude to the fact that Imlad Angren functions as a camp for condemned criminals, who render payment for their past wrongs through arduous labor in the mines, often to the end of their days.

The mining of Imlad Angren began in the ninth century of the Third Age, under the rule of the first Prince of Mornan (though it was not transformed into a prison until after the Kin-strife, when the need of iron for weapons grew all the more urgent with the advent of the Corsairs). Because the mines belonged to the Prince of Mornan, only criminals condemned in Mornan or neighboring Dor-en-Ernil were sent to Imlad Angren. Former Corsairs, captured during raids on the coast of Belfalas, were a common source of labor for the mines.

The productive lodes of Imlad Angren ran out in T.A. 1640, at which stage it had become the most extensive network of mines in southern Gondor. The gorge continued to be used as a prison until the demise of the princely line of Mornan in T.A. 1975, after which time it became the stronghold for the new lords of the region. It retained this role until well into the Fourth Age. Legend has it that the iron veins failed because the miners of Imlad Angren had unwittingly broken into the Paths of the Dead, disturbing their inhabitants; other accounts blame the Plague.

IMLAD ARHELEDH

Quoth Findegil: *"We greatly wondered at the use of the word cabed in the name given for this place, Cabed Arheledh 'Gorge of Noble Glass', for its true meaning is 'a leap', and it has traditionally been applied only to a gorge someone has leapt over, or more commonly fallen into, as Cabed Naeramarth 'the Leap of Dreadful Doom' into which Nienor plunged, as is told in the 'Narn-i-Chîn Húrin.' Of an evening the keeper of the inn at Annogwain—a most wretched establishment—regaled us with grim tales told of the local Daen-folk, who he claimed had once made human sacrifices to the god of their holy well in the Cabed by casting in victims from the cliffs. These stories were obviously false, for the ancient well stands too far from the cliffs to provide a plausible target for human projectiles; but the innkeeper probably found such lurid rumors a useful way to distract his guests' attention from the watered-down ale and tasteless pottage. Unfortunately, our gullible colleagues in the Cartographers' Guild apparently never visited the gorge themselves and took the innkeeper at his word, hence the name Cabed Arheledh on His Majesty's map. We, however, deem the proper name for this gorge to be Imlad Arheledh."*

Imlad Arheledh is a vale of the White Mountains in Hairaverkien, west of the Lefnui. The Dúnedain of Anfalas give the valley this name because the mountains surrounding it contain rich deposits of exposed quartz and glass-producing sand, which the Daen Lintis of the

region procure for the men of Anfalas in exchange for iron implements and other goods needed in the wild lands. This trade is usually carried on at Annon Wain, which lies five days' journey south of the gorge.

At the center of the barren, rocky vale is a spring that forms one of the two main sources for the Rúhónir river (which joins the Lefnui forty miles to the southeast of Imlad Arheledh). This spring emerges from a ruined well, rumored to have been delved by the ancient Drughu because of the "watch-stones" that encircle it. The Daen Lintis of Hairaverkien revere this well as a holy site, reckoning it to be the true source of the Lefnui itself. Because it is sacred to them, the Daen have never sought to repair the stone work of the well (nor would they have the skill to do so, if they were willing).

IMLAD CARNEN

(S. "Carnen Gorge")

Located atop the cliffs overlooking the middle Carnen, Imlad Carnen served as the political seat for the East March of Harondor since it was founded in T.A. 1055. A single wall defends the town of 2,000 people and a small garrison is barracked next to the town gates. The Rath Amrûn passes just outside the town walls, where it fords the river. The road links Imlad Carnen with Amon Eithel in the West March and Tiras Amrûn on the southeastern border. Imlad Carnen was destroyed in the Second Wainrider War and was never rebuilt.

IMLAD FUIN

Sindarin translation of KRES LUGAL.

IMRAZÔR'S HALLOW

Imrazôr's Hallow is the family crypt for the princely lines of Belfalas and Mornan. Together with the Eithel Ulmo and the High Hallow of Mindolluin, it is one of the holiest sites in Gondor. Imrazôr's Hallow is located in a sheltered cove along the western coast of Tolfalas. Much of the hallow's sacred character derives from the presence of an oiolairë tree—one of the last of its kind in Middle-earth—which Aldarion the Mariner planted there when he first explored the Bay of Belfalas in the early years of the Second Age. Since Fuinur's theft of the Karma in S.A. 3320, this tree has been the only remaining sign of Uinen's covenant with the descendants of the Venturers' Guild of Númenor, upon whose traditions the Pelargirean League was based. Both the tree and its hallow are under Uinen's protection.

The hallow was plundered in T.A. 1448 by the vengeful confederate lord, Duranil, who soon afterwards met his doom for the profaning of Uinen's charge. The hallow was resanctified in the following year, and thereafter the kings gave the prince leave to occupy the site with a permanent guard. Imrazôr's Hallow was never again violated, and continued to mark the southernmost boundary of ancient Gondor, just as the hidden tomb of Elendil upon Amon Anwar in northern Gondor marked the center of the realm shared by both lineages.





KAS MARZÛK

(*Har. "Castle of the Ill-tempered"*)

Haruze name for GOBEL MÍRLOND after T.A. 1940. After the kings abandoned Harondor, the Umbareans rebuilt Mírlond. It was principally inhabited by Haruze who did not get along well with the Umbarean garrison commander. Because he seemed to be perpetually upset, the Haruze came to refer to the town as Kas Marzûk.

KAS SHADOUL

(*Har. "The Echoing Castle"*)

During the last millennium of the Third Age, a prison was built in Ramlond to house men sentenced to the galleys. Among the Haruze prisoners it came to be known as "Kas Shadoul," because of the great echoing passage every man had to walk down to get to the galleys. The name eventually became associated with the whole town and the Haruze ceased to call it by its proper name.

KHÎRGAN-NAM

(*Dr. "High Refuge"*)

Original Drûg name for what later became SLAEM PUCHAEL.

KORB TASKRAL

(*Har. "Dwelling of the Stone King"*)

Haruze (pre-S.A. 2280) name for AMRÛN.

KORB UGARTA

(*Har. "Burning Dwelling of the Ancients"*)

Prior to Adûnaphel's rebellion, Korb Ugarta was the greatest Haruze city west of Amrûn. For over a millennium, it had been a center of Haruze religious activity. Originally, Korb Ugarta had been a remote holy place tended by a small permanent priesthood, but grew as its religious prominence eclipsed that of the other Haruze holy sites. After Adûnaphel accepted a Ring of Power, she became a figure of veneration and worship among some of the native peoples. Whether by chance or design, many in Korb Ugarta came to see her as the physical representation of Ladnoca (moon-goddess of the Haradrim), and as she slipped into evil, so did Korb Ugarta. The priests of the Dark Lady in Korb Ugarta perverted the sacred temple rituals and instituted regular human sacrifice, victims typically chosen from captives seized as Korb Ugarta warred with its neighbors.

Korb Ugarta was destroyed by the Númenóreans following Adûnaphel's defeat as an object lesson to the Haruze. The city's walls and buildings were leveled and their foundations destroyed. The temple complex at the center of the city was the focus of particular attention, especially the Temple of the Dark Lady. Each and every temple stone and statue was broken into fist sized-rocks by the inhabitants. Rubble from the city was used to dam a small stream, permanently flooding the city site. Only a lake and marsh remained to mark the destruction. It was still, for a time, a place of worship for the followers of the Dark Lady.

In the power vacuum that followed the drowning of Númenor, Korb Ugarta was rebuilt alongside the lake by the Haruze, and became a powerful independent kingdom for several centuries. As the men of Umbar began to reconsolidate their former coastal dominion during the latter part of the millennium, the Autarb (*Har. "King"*) of Korb Ugarta was forced to treat with its more powerful southern neighbor, swearing friendship and allegiance to the Council of Captains as his ancestors had been forced to do of old. But as the growing power of Umbar was swiftly eclipsed by that of King Siriondil of Gondor, the autarb shrewdly switched his allegiance in T.A. 754, making it possible for Tarannon to capture Mírlond and the north bank of Ethir Harnen.

The most successful of Gondor's client-kings, the Autarb of Korb Ugarta willed his realm to the King of Gondor, and upon his death in T.A. 821, the city and its hinterland became part of the provincial sphere of Harondor. The bright future of the city was tragically shattered, however, when a violent earthquake decimated the site a century later. It was never rebuilt, but its ruins were often used by nomadic tribesmen.

KRES LUGAL

(*Har. "Rift of Gloom"*)

In this impressive gorge, the waters of the Harnen combine with those of the Ode Auchel, carrying them through the hills of the Ausk Dubat into the lowland valleys of the Harnen. An ancient road, the Rak Chelkar, runs along the floor of the Kres Lugal for some fifty miles, connecting the Chelkar towns with Oud Ilaz and Amrûn. The gorge of the Harnen also provides a path for the Irit Nurn, the main route between the former lands of the Kingdom of Ard and Mordor. The two roads meet at the ruins of Lugalûr, hidden in the depths of the Kres Lugal. The branches of the gorge are easily defended against invaders from east or south. While the hills of the Ausk Dubat, surrounding the Kres Lugal, are not impassable, they are rugged and relatively dry, channeling merchants and armies down into the gorge. Neither the Second Age Númenóreans nor the Third Age Gondorians attempted to conquer the lands northeast of the Kres Lugal. It marked the frontier of both their empires.

LAER GALADRÍN

(*S. "Summer-light's Memory"*)

Name for the former belt of green and forested lands lying south of the Ethir Anduin and the River Poros. South of the Laergaladrín lie the Emyrn Annûn and Emyrn Laer, and beyond them the drier lands of the Aegardh. The Poros was called the Sîr Laergaladrín in the Second Age, the name dating back to the First Age. After the renaming of the river by Isildur, the Dúnedain gave the name to all the lands along the border, though by this time many of the trees had fallen to feed the demand for timber by Númenórean shipwrights. Laergaladrín became a district of Harondor after T.A. 830. It became a military frontier following the Kin-strife, when the confederates



held Harondor against Eldacar, and again beginning in T.A. 1944, after the Wainriders devastated Harondor to the south. Laergaladrín knew war constantly after that, and did not again live up to its poetic name until the time of King Elessar.

LAERGARDH

(S. "Summerland")

Pre-T.A. 830 Gondorian name for what is later HARONDOR.

LAITIË IAUR

Alternate name for the MEN GALEN.

LAMEDON

(S. "Echoing Land")

The Ciril and upper Ringló valleys define the province of Lamedon, which is the center for woolen cloth production in southern Gondor. Sparsely populated by Daen-descended shepherd folk, the region is governed from the town of Calembel.

History

Lamedon entered recorded history during the early centuries of the Third Age, when the Ship-kings expanded westward. It seems that the lands around the Ciril were then inhabited by people akin to the Men of the White Mountains, and that they led lives much similar to those of their descendants at the middle of the Third Age. The ancient folk of Lamedon put up no great resistance to their militarily superior conquerors, but adapted to their new status as subjects of the just and wise kings of Gondor.

Noticeable remnants of the Daen culture of the Second Age include various ancient monuments and some linguistic peculiarities of the Westron spoken in Lamedon. Old words survive mainly in the specialized vocabulary pertaining to the management of flocks and pastures. Some place-names are also at least partly of Daen origin.

Lamedon became a military territory as a consequence of royal expansion into the old Pelargirean sphere under the Ship-kings. In the year T.A. 1226, King Narmacil I granted the region provincial status, and Calembel was appointed its political center. There are two other towns in Lamedon: Ossarnen, a mining town in the north, and Ethring, founded when a bridge was built across the upper Ringló.

Centuries passed, and Lamedon established itself as the main cloth production center in the economy of southern Gondor. Other areas competed by offering shorter transports to the major cities, but they could not rival Lamedon in terms of production bulk and steadiness of supply. In time, the rough edges of pre-Númenórean culture were gradually smoothened, and the area settled in as a tranquil part of the realm.

The Kin-strife meant oppression from the Usurper's henchmen and troop conscription for the civil war, but no battles were fought in Lamedon. Overall, the history of

Lamedon was extremely peaceful apart from the Plague, when many of its folk fled into the mountains or westward, thereby spreading the infection to the Orodbedhrim and others. Lamedon was far enough from Gondor's enemies to escape the worst repercussions of the wars. Soldiers from Lamedon were, however, sent to the various fronts in a steady trickle—against the Corsairs, the Wainriders, or Orcs of Mordor.

The Land

Lamedon is a shallow, roughly rectangular basin, consisting of the vales of the Ciril and upper Ringló rivers, surrounded by the Ered Nimrais and its foothills, opening up onto Lebennin where the Ciril joins the Ringló. These convergent rivers are fed by streams from the mountains, and run swiftly in deeply carved courses through most of Lamedon until near the southern gap in the hills surrounding the area. There they widen and flow tranquilly until they join the Morthond. The Ciril is shallow enough at two points to be forded all year round, except for a couple of weeks in the early spring. The upper Ringló is crossed by a stone bridge at Ethring.

The soil of Lamedon is meager, full of rocks, and at some spots barely thick enough to cover the underlying bedrock. The main road through Lamedon, the Rathon Arat, comes from the southeast, crossing the Ringló by the Ethring bridge and fording the Ciril at Calembel. It then continues north-west to the western border ridge, Tarlang, which it crosses into the Mornan at the northwestern extreme of Lamedon. Lesser roads follow the courses of the Ciril and the Ringló, and tracks crisscross the landscape.

The land is sheltered from the northern winds by the mountains, and enjoys a rather stable climate, with warm, rainy summers and mild, mostly snow-free winters. Only rarely do the rivers freeze over.

Flora and Fauna

Most of Lamedon is grassland, interspersed with shrub and thorn. Sizable trees—evergreens, and the odd oak—are found only on the lower mountain slopes. This landscape is the home of rabbit and deer, upon whom fox and wolf prey when not trying for the livestock of the folk of Lamedon. Lesser creatures of the earth and the air are numerous, and several species of fish inhabit the rivers.

The Inhabitants

The folk of Lamedon are of Daen stock, although they are, in most respects, culturally integrated into the realm. They are rugged, down-to-earth, and mainly concerned about the practicalities of life. There are, however, two aspects of life which they take especially seriously: control of their flocks and control of their families. In Lamedon the sheep and goats are ear-marked to show who owns them, but the lambing season presents the opportunity to steal other people's lambs before they are marked. This is a favorite sport among the young men, and enables them to prove their doughtiness to their elders. It also leads to



a certain amount of quarreling between landholders, although vendettas no longer rage in Lamedon, since Gondorian law curbed the temper of the folk there.

To avoid intricate sub-divisions of the family land, the folk of Lamedon practice an inheritance system wherein the oldest son of each family gets the right to the land, employing his brothers and men from poorer families to help with the flocks in exchange for shares of the produce. A man may leave the family land with his share of the flock; but this is uncommon, since he cannot keep a flock without land upon which to graze it. Few rural folk of Lamedon would be prepared to sell their sheep and do something else for a living. Prior to the time of the Ruling Stewards there was, however, a small but certain amount of emigration from Lamedon to Anfalas, where settlement was encouraged by free distribution of land plots.

The inheritance system and the need for assistance with the flocks lend a very strong importance to marriages between the landholding families. Alliances of trust and of property are forged through marrying one's children to well-chosen spouses. This, however, is a perennial source of frustration to young people, who often have other things in mind than strategic pasture management. When all else fails, a maiden may elope with her beloved, whereupon the young couple is invariably chased the length of the land by the woman's brothers. The traditional resolution of these dramas is that the young couple stays in hiding until she is pregnant, after which her father is confronted with a *fait accompli* and a (hopefully) acceptable bride price. He rarely refuses it.

*Angered brothers
seek their sister*

The meager soil of Lamedon makes agriculture a somewhat futile pursuit, and for this reason the chief means of subsistence is animal husbandry. The shepherds of Lamedon graze their sheep on the gentle slopes above the Ciril and drive goats to pasture in the high mountain meadows above the tree line during the summer. The produce—woolen textiles, white cheese, and mutton—is brought to market in Calembel, where merchants from the Vale of Anduin provide necessary imported goods in exchange.

The landscape of Lamedon is dotted with stone cairns, which double as grave monuments and boundary markers between the pasture lots of different families. These lots appear as long, parallel strips of land at right angles to the river. The private ownership of pasture land is a custom unique to Lamedon, as elsewhere in southern Gondor the pasture lands are commons. Awe of the dead keeps the neighbors from moving the boundary markers. The unscrupulous adventurer will, however, win small gain from robbing these graves, since the folk of Lamedon tend to keep their valuables rather than commit them to the earth.

Their homesteads are mostly located at the "heads" of the pasture lots, that is, near the river. Small huts away from the river are used by the shepherds when out with the flocks. No villages in the conventional sense of the word exist. Large, multi-family farms on the verge of villagehood, however, agglomerate from time to time as a result of the unification of several pasture lots in the hands of one heir. These are not common, and are best seen as headquarters



of the wealthiest landowning families. Some of them provide lodgings for travelers on a regular basis at strategic points along the roads.

Politics and Power

Lamedon is governed by a lord who is appointed for life. The relative independence and self-sufficiency of the shepherd-folk confine the lord's main responsibilities to the levying of taxes, the administration of justice, the mediation of contacts with the capital, and (after the Great Plague) the maintenance of the Lamedon Regiment. To fulfill these duties, he commands a staff of clerks, tax collectors, and military officers. The lord and his staff live and work at Ost-en-Girilthir, above Calembel.

Warcraft

After the Kin-strife, Gondor's army was in disarray. To remedy this problem, King Eldacar delegated some responsibility for raising and maintaining military forces to his local officers. Lord Forvagar of Lamedon, a man trusted by the king, was charged with raising an entirely new infantry unit. In T.A. 1450, the Lamedon Regiment was founded, with Calembel's city guard as its basis. Its initial strength was 800 men, organized into two *arkiron*. Forvagar was a grizzled veteran of the Kin-strife, and competently laid out the organization of a successful army company. With this background, the Lamedon Regiment was from its conception closely tied to the lord, anticipating the development which eventually led to the lords and governors becoming commanders of the local forces all over southern Gondor.

The Lord of Lamedon is responsible for the recruitment, training, upkeep, and deployment of the Lamedon Regiment, which is stationed at Ost-en-Girilthir above Calembel. Not all lords are warriors, which sometimes leads to the lord's deputy becoming the *de facto* commander of the regiment. Various methods of recruitment were used during different periods, and the size of the regiment varied according to the needs (i.e., the pressure upon southern Gondor's borders). Recruitment peaked during the T.A. 1540-1551 war against Harad and Umbar, with 2,000 soldiers (five *arkiron*), and dropped drastically as a result of the Great Plague. Since Lamedon sits so cozily with its back to the Ered Nimrais, with nothing worse than disgruntled Orodbedhrim to worry about, the regiment was used in conflicts far away, until the establishment of the King's Corps in T.A. 1643. The regiment also kept its traditional function as Calembel's city guard, keeping the peace, and acting as a fire brigade when necessary.

LANGSTRAND

Local, dialectical rendering of ANFALAS into Westron.

LARKANEN

(Q. "Swift Water")

The Larkanen is the westernmost of the streams of Andrast that empty into Belfalas Bay. It has its source in the mountain vale of Tumbrui, where the springs spill over a precipice in a great waterfall, the force of which speeds the stream on its twenty mile journey to the sea. Shielded from the violent winds of Úlond and Belegaer by a line of low hills, the lower vale of the Larkanen is one of the few fertile regions in Andrast and is farmed in places by the local Dunir.

LEBENNIN

(S. "Five Rivers")

Lebennin is truly the heartland of southern Gondor, not only because it lies at its geographic center, but because it is the most populous province, as well as being the main grain-producing region of the realm. But Lebennin's preeminence derives also from its history, since its inhabitants are able to boast that theirs is the very first of the lands to have been colonized by the Faithful in Middle-earth. Whereas the fortunes of Pelargir, its capital, have risen and fallen over the years, the land and people of Lebennin as a whole have remained remarkably stable and prosperous throughout their long history.

History

Beyond the immediate hinterland of Pelargir, the Númenórean settlement of Lebennin did not begin in earnest until the reign of Tar-Ancalimon, when the people of Númenor became polarized into the Faithful and King's Men factions. This ideological tension led many of the Faithful to seek out a refuge where their views would not be in the minority; and so they rallied around Imrazôr and the descendants of the Venturers in Middle-earth. This emigration grew apace when Pelargir won official recognition as a colony in the year S.A. 2350, and continued for the next millennium to accelerate as the kings and their followers fell ever deeper into evil ways.

The colonization of Lebennin abruptly ceased with the Downfall of Númenor in S.A. 3319, after which there followed a fairly substantial movement of the more recently-arrived immigrants out of the region, since Elendil's sons had opened their own domains of Anorien and Ithilien for settlement by any who would submit to their kingship. Nevertheless, Lebennin itself remained densely populated.

With the dissolution of the Pelargirean League in T.A. 754, Lebennin, along with the other territories of the former league-colonies, became a provincial domain. It was at this time that the region was divided into rural districts governed by royal legates, who would be absorbed into the nobility much later in the age when southern Gondor became a feudal regime under the Ruling Stewards. Over the many centuries between these two political transformations, there was little (with the exception of the Great Plague of T.A. 1636) to disturb Lebennin's countryside. The depredations of the Corsairs





ravaged Methed Lebennin, the province's coastal district, but rarely reached more than a few miles inland. Lebennin remained the most populous region of southern Gondor late into the Third Age, due in part to the substantial numbers of refugees that settled there after the loss of Harondor and Harithilien to Gondor's enemies.

The Land

Lebennin's borders to the north are the Ered Nimrais, to the south and east, the sea and the Anduin, and to the west, the Glinduin. There are four main mountain valleys in northern Lebennin, created by the rivers Glinduin, Celos, Tumladen and Erui. The Rathon Gondor, the main road connecting northern and southern Gondor, runs from Minas Anor to Linhir by way of Pelargir, shaded by twin lines of tall poplars. All of Lebennin's roads, from the Rathon Gondor to the smallest village roads, are well kept.

Lebennin has three basic types of terrain. Along the seacoast east of Fanuilond and along the Anduin, the land is low-lying and often boggy. Even though the ground is very fertile, it is unsuitable for cultivating the grains used in southern Gondor. The mountain valleys and foothills to the north are mostly covered by coniferous forests, and the ground is less fertile than on the plains; here, people live mostly in the lower valleys. The fertile, central plains are the home of the majority of Lebennin's settlers.

There are often large areas of boggy ground close to the rivers (which are not swamps, just land that is not properly drained and therefore unsuitable for cultivation). During the years before the Kin-strife, some bogs were drained to put new land under the plow, but after the Plague that was no longer necessary, due to the catastrophic decline in the population. Between the plains and the Anduin there is a one-to-eight-mile wide bottomland. This is only marginally higher than the river, and is often flooded during spring and early summer, particularly the stretch between Pelargir and the sea. The bottomlands are very fertile, and everything can take root deep into the marshy ground.

Lebennin's climate is the same as in the rest of southern Gondor: warm summers and mild winters. In the Ered Nimrais the climate is harsher, and during cold winters even the foothills have snow. Even though most of Lebennin does not suffer from cold winters, these are still unpleasant; from Girithron to Ninui it rains almost daily, and the return of "real weather" at the spring equinox is often celebrated.

Flora and Fauna

In the lower mountain valleys, there is a mixture of hardwoods and stone pines, but higher up, the woods are mostly fir and pine. It is here that the rare and valuable *lebethron* is found: a dark hardwood which is used to make the masts of southern Gondor's greatest ships and the lances for the knights of Belfalas. It is prized by woodworkers above all other woods. In the forest glens there are many flowers and herbs, and it is especially in the western

valleys that *athelas* is found. Between the timberline and the rocky tops of the Ered Nimrais there are large, rolling meadows of grass and flowers; these bloom in late spring and are truly a beautiful sight to behold. In the valleys there are still some large carnivores, such as wolf and brown bear, as well as deer, roe, wild boar, and all the smaller mammals that live on the plains.

The Inhabitants

In the Second Age, Númenóreans settled on the plains and the aboriginal Daen either withdrew to the mountain valleys or were assimilated. The ethnic mixing created the common people, shorter and somewhat stockier than the Dúnedain, yet lithier and more often blue-eyed than pure-blooded Daen. However, the sophisticated Númenórean culture has been victorious even without this mixing, wiping out almost all traces of Daen traits.

In the Ered Nimrais valleys, the influence of the old Daen culture is still strong. While the pure-blooded Orodëdhrim live above the timberline in primitive clans, their relatives in the lower valleys have adopted most of Númenórean culture and customs, though they still differ in looks from the average commoner, being shorter and stockier and almost invariably having dark brown hair and eyes.

While the mountain tribes are an integrated part of Gondorian society, they have remained clannish, and their age-old concept of honor retains its importance. In many ways the dwellings of the Daen of the mountain valleys resemble those of the fathers of Men in Dor Lómin in the First Age.

The "lowland Daen," despite having adopted Westron as their native language, retain much of their culture's rich oral tradition, and many of their ballads and songs (translated into Westron) antedate the Númenórean presence.

The Anduin shore is dotted with fishing villages inhabited by common folk. In the remote parts of the Ethir itself and in the Loep Balimur, however, there are small, independent tribes of Sakalai origin. These swamp-dwellers are smaller and lithier than the commoners, and have almost black hair and dark brown eyes. They resemble small, black-haired Daen, and it is assumed that the swamp tribes are a mixture of Daen and Southron stock, akin to those living in eastern Harondor.

Politics and Power

Lebennin's lord, residing in Pelargir, is usually the king's eldest son, appointed to the position in order to learn by practical experience how to rule the realm. (Since Lebennin is probably southern Gondor's most valuable province, it is also important to ensure that no other noble family is able to use it as its power-base. Eldacar and his heirs learned from the experience of the Kin-strife.)

The province is divided into four rural districts and the city of Pelargir. The Pelargir district incorporates all the land within seven miles of Barad Aethir; however, the district and the city are two separate political entities.



Arnach is the district in the northeast, bordered by the Erui and the Sirith. Celossien is the district in the northwest, and is bordered by the Sirith, the Glinduin, and the Rathon Gondor. The southernmost district of Methed Lebennin encompasses the area between the Anduin and the Rathon Gondor.

The district is the lowest level of authority, and long tradition has created slightly different versions of it throughout Lebennin. In many farming villages on the plain its members are elected, while in the mountain valleys the heads of the powerful families rule the districts as they always have. The districts are responsible for the upkeep of local roads, bridges, and fords. If necessary, the legate lends a skilled engineer to lead the work. Since the maintenance is a matter of civic pride for the villages, the roads are in excellent shape. In southern Lebennin, the districts are responsible for watching for Corsair raids, for the storing of food and water in the stone-towers, as well as for the liaison with the garrison at Fanuilond.

The feudalization of southern Gondor had a great impact on Lebennin, because it turned the largest landholders into hereditary lords, reduced the importance of the districts, and enabled the nobility to exploit the peasants. While the legates were originally appointed by the lord and were supposed to work for the good of the district, the new arrangement placed feudal noblemen in the legate's position, and these were often primarily interested in the good of their own treasure vaults and those of their landholding friends.

Lebennin, together with Anorien and Ithilien, lacks any territorial corps, since it is already the recruiting ground for the King's Corps, the main garrison of which is in Pelargir. There is also a Fanuilond garrison, responsible for the protection of the coast and the lower Anduin against Corsair attacks.

Warcraft

Lebennin is a province of great military importance, being a major source of manpower and revenue. The navy is mainly manned by men native to the province, and several army regiments are recruited from the inland villages. The main host has its origins in the ancient garrison of Tar-Minastir located in Pelargir.

The strong military presence in Lebennin was actually one of the causes for Castamir's successful rebellion against King Eldacar. After the Kin-strife, Lebennin's noblemen were bidden to build towers and forts along the coast for protection against the Corsairs, whereas the villagers were ordered into militia contingents for self-defense.

Later, when the King's Corps was established, many infantry units were recruited from and garrisoned in Lebennin. They frequently trained together with the knights of Belfalas. Since the main threat of overland invasion emanated from Ithilien and Anorien, Lebennin was a suitable place for the mobilization of reserve forces. These can be sent swiftly to a threatened spot by southern

Gondor's excellent road system. In the great military reforms after Eärnur's death, Lebennin received the main responsibility of equipping and manning the navy.

LEBENNIVET

See entry for METHED LEBENNIN.

LEFNUI

(S. "*Fifth [River]*")

After the Anduin and Harnen, the Lefnui is the longest river of southern Gondor. Emptying into the Bay of Belfalas at the westernmost extremity of Anfalas, the River Lefnui negotiates a winding path through the rugged wilderness of the White Mountains and the adjoining Pinnath Gelin. Despite its length, however, the Lefnui is navigable by keeled watercraft for less than seventy miles, and twice that distance by flat-bottomed boats. At the same time, with the exception of a single bridge at the river's mouth, the Lefnui cannot be forded for more than a hundred miles. Taken together with the wild character of much of its surrounding territory, these topographical factors make the Lefnui a formidable barrier, rather than an aid, to travel.

Unlike the other major watercourses of southern Gondor, that of the Lefnui is forced by the geography of western Anfalas into dramatic shifts in direction for long expanses (again, making it counterproductive as an avenue of travel, if one desires to move in a straight line). The main bends in the river's course are defined by its two principal headwaters: the Nimthond and the upper Lefnui proper. The latter runs southwest out of the central Ered Nimrais, forming the wide Nan-i-Feryth. As the Lefnui encounters the northern face of the Pinnath Gelin, its path is abruptly forced northwestward, a course which it holds steadily for a full seventy miles. At this point, the upper Lefnui merges with the Nimthond stream, flowing due south out of the Cirith Nimrais. This confluence, and the White Mountains that march in concert with it, compel the Lefnui into another ninety degree turn, following the southward line of the mountains until it reaches the sea.

LEN LEFNUI

(S. "*Lefnui Way*")

The Len Lefnui is an unpaved road that follows the course of the River Lefnui from Annúlon as far as the border fortress of Pinnornost at the mouth of the Nan-i-Feryth, after which point it abandons the river course in order to join itself to the Men Galen to the east. Because the river shifts dramatically at its confluence with the Nimthond, a branch of the Len Lefnui breaks away from its bank at Adavalinda, cutting across the northern edges of the Pinnath Gelin in order to create a more direct route to Annon Wain and Saerthondost. When the Len Lefnui finally departs the river, thirty miles upstream from Saerthondost, it regresses into a simple dirt path, unusable by wheeled carts.



LINHIR

(S. "River Fords")

Linhir is the second largest urban settlement in Dor-en-Ennil, forming the principal gateway between Belfalas and Lebennin. Linhir is also the only true township within the feudal domain of Belfalas, and possesses both a unique political status as well as economic hegemony over both sides of the Glinduin vale. Finally, Linhir serves as one of the main naval strongholds of southern Gondor throughout the long history of the Third Age. (For a detailed description of Linhir, see Section 6.3.)

History

Originally part of the personal domain of the Prince of Belfalas, the land encompassing the western bank of the Glinduin-Serni confluence was granted as a fief to Eärnil, the third and youngest son of Prince Lothirion, in T.A. 748. Then comprising of little more than a water mill and a small manor house, Linhir's upgrade became Eärnil's first priority, building a series of fortified quays along the river bank in order to haven the newly-formed western wing of King Siriondil's fledgling war-fleet (over which Eärnil had been placed by Tarannon, then the Captain of Hosts).

Although in its original conception a temporary arrangement, the use of Linhir as a haven for the royal fleet became institutionalized as a result of Eärnil's unforeseen ascension to the throne in T.A. 913. The Linhir estate became a royal ward (much to the dismay of Eärnil's princely relatives in Belfalas), and would never again be wholly subject to Dor-en-Ennil while the Third Age lasted. Because of Linhir's location and origins, political control over the town was to become a perennial source of tension between the prince and the kings.

Linhir grew larger and became more populous as the era of the Ship-kings progressed. The opening of seaborne trade with Umbar and Haradwaith greatly stimulated the growth and mercantile character of the settlement, evolving in tandem with the Linhir Fleet and its material needs. A great bridge, joining the Belfalas and Lebennin sides of the river, was built with vast expenditure by King Siriondil in T.A. 752, firmly establishing Linhir as the most important center of commerce in southern Gondor, next to Pelargir itself. Finally, in T.A. 1226, the year of his ascension, King Narmacil I granted Linhir township status.

This royal decree was enacted in part to recognize the *de facto* autonomy of Linhir's economy; but also, more significantly, Narmacil felt compelled to reach some kind of resolution with the Prince of Belfalas over the settlement's proper political status. Ever since Linhir had become a royal ward, the rulers of Dor-en-Ennil had charged that the territorial integrity of Elendil's feudal grant to Edhelion's line had been violated, since the site of Linhir indisputably fell within the traditional boundaries of Belfalas.

The compromise arrived at in T.A. 1226 provided that Linhir should be restored to the prince's domain and that it should no longer be held as a royal estate. In exchange for this concession, however, the prince would be constrained to honor the autonomous status which Linhir had been granted by the king, and not seek to reintegrate it into the estate system of Belfalas. Instead, the prince would have the authority to name the town's squire and to mint coins with the image of Dor-en-Ennil, but the king would reserve the right to appoint a Coinmaster and to collect taxes. In addition to these provisions about the town itself, the Linhir Fleet would be allowed to retain its own separate jurisdiction.

For all Narmacil's good intentions, the attempt to mitigate the political and economic tensions engendered by a town of Linhir's size and character ultimately failed of its purpose. This became apparent during the Kin-strife, when the squire of the town rebelled against the prince's command not to participate in the uprising against King Valacar, siding with the confederate Lord-captain of Linhir, and fortifying the walls of the town against any attempt of the prince to seize Linhir by force. Once in power, Castamir the Usurper amended the town's constitution, revoking all of the concessions Narmacil had made to the prince. Eldacar restored these traditional arrangements upon his return to the throne in T.A. 1447, but the new seaborne threat of Umbar necessitated a strong royal involvement in the government and defense of the town.

The fortunes of Linhir fluctuated throughout the remainder of the Third Age, depending on the extent to which trade and commerce was frustrated by Umbar or the Haruze, and on the relative damage it sustained over time as a result of Corsair raids. Nevertheless, despite all of these obstructions, the basic structure of Linhir's role as a center of regional, landward trade between eastern Belfalas and western Lebennin remained remarkably stable all the way up into the Fourth Age. The only political change during this period was the withdrawal of royal claims over the town and its mint, ceding all remaining rights and prerogatives to the Prince of Belfalas. Aragorn Elessar confirmed these arrangements, adding to them authority over the soon-to-be-rebuilt royal fleet.

The Inhabitants

As with the town itself, the character of Linhir's inhabitants has changed over time. Because of its location within the domain of the prince, there never existed an opportunity for veteran soldiers of the Linhir Fleet to receive land in or around the town as compensation for their period of service; consequently, the military element of Linhir never played a significant role in the development of its permanent population. By contrast, the local peasantry of the region underwent dramatic changes as a result of the town's founding.



At first, the presence of the Linhir Fleet created a novel source of revenue for the peasants of eastern Belfalas, who sold their surplus crops to the garrison. Later, as the royal fleet grew in size, the need for skilled artisans and support occupations (e.g., riggers, carpenters, painters, etc.) emerged, providing new vocational possibilities for existing rural labor. Finally, the physical expansion of the town—especially the building of the bridge—generated a need for a large amount of manpower, which often provided the peasants their transition to urban life. Such large-scale diversions of rural labor inevitably caused serious disruptions to the delicate equilibrium of Belfalas' feudal economy (at least from the perspective of its nobility).

Not all of Linhir's inhabitants were originally from Dor-en-Enril. The town had a comparable pull on the Lebennin countryside, drawing countless, non-inheriting sons of freeholders to seek their fortune. An equally important source for Linhir's populace was the mercantile element, which established itself from the outside (primarily from Pelargir and, later on, from Umbar and Gobel Mírlond) as the town expanded under the might of the Ship-kings. Because Linhir was a royal ward with its own jurisdiction and tax collections, it was possible for an enterprising merchant family to establish a business in Linhir without thereby jeopardizing its native provincial or territorial status elsewhere in southern Gondor. The possibility of such "dual citizenship" was, however, put to an end in T.A. 1226, when Linhir became a township in its own right.

Politics and Power

Given Linhir's unique political history, it is not surprising that the town's form of government has certain distinctive features. Like the other townships of southern Gondor, Linhir is governed by an appointed officer (depending on the time period in question, either a squire or a warden), who is responsible for the civil governance of the settlement. This office is more complex than its counterparts elsewhere due to the fact that, in addition to its own autonomous institutions, Linhir is home to both the royal fleet and to one of the realm's coinage mints (the control of which is shared by the king and the Prince of Belfalas).

A town council participates in deliberation about local affairs, especially over the regulation of trade and commerce. Because the Linhir mint is of central importance to all levels of the economy, its Coinmaster is automatically given a seat on this council, which is otherwise predominantly composed of wealthy merchants and the leaders of artisan guilds. In theory, the squire has the power to endorse or reject proposals of the town council; in practice, however, the squire must often defer a certain amount of informal authority to the Coinmaster, who also acts as the chief tax collector of the king.

The king usually chooses the Coinmaster of Linhir from among those officers of his who have few or no local political or economic ties to Lebennin or Belfalas (in order to ensure that he will serve only the king's interests). The

power of the Coinmaster derives from his exclusive control of the Linhir mint, without which the town's constant flow of wealth would be severely interrupted. Anxious to promote all sources of revenue for the king, the Coinmaster is usually on good terms with the town council.

But while the Coinmaster controls the actual production of coinage, the Squire of Linhir, as the prince's representative, enjoys certain prerogatives and controls over the circulation of that same currency. In particular, the squire has the power to determine the exchange values for the different coins that pass through the hands of the town's moneychangers (which gives him a significant source of leverage with the council and, thus, indirectly with the Coinmaster). The squire is also responsible for the inspection of the coinmaster's work and in the movement of a set portion of the total monetary output of the mint destined for the coffers of the prince in Dol Amroth.

Warcraft

Although not originally designed for defense, Linhir is nevertheless a well-fortified town, possessing both a strong wall and a naval garrison to supplement its regular guard. While Umbar poses a maritime threat to southern Gondor, Linhir's war-fleet is extensive and well-prepared for major sea battles. The Lord-captain of Linhir is well aware that, because of its wealth, and because its defenses are weaker than those of Pelargir or Dol Amroth, Linhir is a prime target for the Corsairs. In light of this, a substantial contingent of ships is always on patrol in the Glinduin estuary.

Because of the massive quantities of precious metals that are stored in the vaults of the Linhir mint, the defense of the town is of paramount importance to all authorities. When not at sea, the garrison of the Linhir Fleet shares in the tasks of both internal and external defense for Linhir and its mint. In addition to this source of protection, the squire possesses a large company of men-at-arms from Belfalas, who see to the daily security of the town. Finally, the Coinmaster maintains a special company of royal guards at the mint itself, who are under his sole authority.

LOCHEN

(Dn. "Defile")

Lochen is an ancient Daen Coentis fortification which stands at one of the sources of the River Celos in the White Mountains above Lebennin. Originally constructed during the Second Age as a fortified bridge spanning the Celos headwaters which flowed beneath it, Lochen once marked the easternmost extent of the Coentis alliance. The bridge and its forts were partially destroyed in the changing of the world, when Númenor's Downfall and the bending of the sea caused several earthquakes in the Ered Nimrais. A flood of water from a mountain lake, whose natural bank had been ruptured by one of these earthquakes, carried away the bridge, leaving only the ruined towers on either side of the river course. With the rehabilitation of the highlands by the Danan Lin during the early Third Age, the ruins of Lochen came to be used as an Orodbedhron clan refuge.



LOEG BALIMUR

(S. "Balimur Pools")

Balimur is the name given by the Daen fisher-folk of the lower Anduin to the swamplands that emerge on both banks of the Great River at the latter's confluence with the Poros. Although often lumped together with the fens of Ethir Anduin by the maps of the Dúnedain, the Loeg Balimur are, in fact, geographically quite unrelated to the Ethir. The Balimur is essentially a lowland vale that has been flooded by the increased volume of water passing into Anduin from the Poros. (The Ethir Anduin proper is, by contrast, the product of silt and sediment buildup from the river itself.) In one respect, however, these two swamps share a common origin: like the fens of Ethir Anduin, the Loeg Balimur came into being as a result of the physical changes in the shape of the land caused by the cataclysm of Númenor's Downfall near the end of the Second Age.

While the wealth of its plant and animal life is drawn upon by the neighboring fishermen and hunters of the Vale of Anduin, the Balimur (again, unlike the Ethir) remain uninhabited by Men, with the occasional exception of outlaws. The reason for this is that the Ethir-folk depend upon a fairly extensive web of waterways for movement from one campsite to another, whereas the Loeg Balimur are poor in the way of navigable watercourses. Nevertheless, what later became the Loeg Balimur were once fertile farmlands, and the swamps contain numerous marks of this history of settlement, including an old, stockaded fortification of forgotten origin.

LÓMOST

(S. "Echo Fortress")

Along with its sister fortress of Aerost, Lómost serves as one of the critical links in the fortification system of coastal Anfalas. Lómost was constructed in T.A. 1634, in the aftermath of the Great Raid on Pelargir, but was destroyed by Corsairs in the great invasion of T.A. 2758 and never rebuilt. Like Aerost, Lómost possessed a beacon tower, which was able to send messages east to Lond Galen or west to Annon Drúin within a matter of hours.

LOND COBAS

(S. "Haven of Good Harborage")

Lond Cobas is the sheltered bay formed by the Morthond-Ringló estuary and the promontory of Dol Amroth. The Falathron refugees from Beleriand first gave the natural haven this name, because Ossë, the Lord of Storms, promised to withhold his wrath from its waters, so long as Círdor and his folk dwelt there. No ship ever foundered on the waves of Lond Cobas while Ossë's protection lasted.



LOND DERYN

Quoth Findegil: "We were told by the Warden of the Beacon-tower, a garrulous man in dire need of more human companionship, that Lond Nornin, the contemporary name of this estuary, means 'Haven of Oaks'. The local dialectal word *norn* 'oak' was new to us; its proper form in the King's Sindarin is of course *doron*, and the name of the haven should be Lond Deryn. As His Majesty also knows, in Minas Tirith *Norn* is an old term for 'Dwarf'. But when we remarked to the Warden, purely in jest, that in the Capital Lond Nornin would likely be interpreted as 'Haven of Dwarves', he became insulted and asked us to leave. Clearly the subtleties of a cultured wit are wasted on such bumpkins."

Lond Deryn is the name given to the outflow of the River Engui in Andrast, where the Númenóreans made a landing for the purpose of felling timber from the great oak forests that then covered the Nan Engui. The original Númenórean harborworks, abandoned since the time of the Downfall, were restored and expanded with the founding of Tharagrandost in T.A. 1652. This expansion led to the construction of a beacon tower at the tip of the small headland near the mouth of the Engui, which doubled as a lighthouse for incoming ships. Because of the natural shelter offered by the waters of Lond Deryn, the haven was in constant use throughout the later Third Age (though for the most part this traffic was restricted to naval vessels).

LOND DUILIN

(S. *"Haven of the Rivers"*)

Lond Duilin is the Falathron stronghold that eventually became the nucleus for EDHELLOND. (For a detailed description of Lond Duilin, see section 7.1.)

LOND ERNIL

(S. *"Haven of the Prince"*)

Lond Ernil is the haven and town beneath DOL AMROTH. (For a detailed description of Lond Ernil, see Section 6.2.)

LOND FEREN

Quoth Findegil: *"The latter element in Lond Feren, 'Haven of Beeches,' is Sindarin feren 'beechen, of beeches', an adjectival form derived from fêr 'beech'. As His Majesty knows, fêr and feren are archaic words no longer current in the daily speech of Minas Tirith, where we now use the word neldor to describe this tree. There are some who hold that brethil 'silver birch' of old properly referred to the beech, and that this usage should be restored; but they know not whereof they speak."*

Lond Feren is the name given to the sheltered estuary of the River Lefnui, off the coast of westernmost Anfalas. Because its firth extends several miles inland before becoming a true river, Lond Feren was a major source of beech and other hardwood trees for the ancient Númenóreans, who used the natural haven as a staging point for transporting timber back to Númenor. Beyond this accessible firth, much of the coastline that forms Lond Feren consists of cliffs, lesser in height than those of Rast Rhaen, but equally a hindrance to landings. These cliffs retreat as the estuary narrows, affording safe landing places for nearly thirty miles on either side (though most large ships of deep draft can only navigate five leagues upstream).

LOND GALEN

(S. *"Green Haven"*)

Lond Galen is the capital of Anfalas, and is the largest and most important town of the coastal plain. It is situated not far from the mouth of the River Celgalen, and is the main site of export for the wool and ore trade coming down the river from the inner Pinnath Gelin.

It is still a small town when compared to the Gondorian norm. The population is about 5,300, most of whom must cultivate plots outside the town wall for their living. Many are small merchants and artisans, but there are also sailors and other sea-folk, as well as officials serving in the governor's staff. There are only a few major buildings in the town, the most important being the governor's small manor. A few noblemen have townhouses, which are larger and more impressive than the average buildings.

The town was originally built by the Dúnedain in the nineteenth century of the Second Age. (By the mid-Third Age, a considerable fraction of the population is still of Númenórean descent.) It was then a small trading harbor. Since the attitudes of the local Daen tribes varied from time to time, it was surrounded by a fifteen-foot wall.

After the establishment of the Realms-in-Exile, the situation of Lond Galen became much more peaceful and the wall was pulled down, since its enclosure grew to be too confining for the needs of the settlement's population. A new wall was erected in T.A. 1652, when Corsair raiding of Anfalas had become endemic. Around the same time, small fort was also located immediately to the south of Lond Galen.

LOND NORNIN

See entry for LOND DERYN.

LOND TOLFALAS

(S. *"Haven of Tolfalas"*)

Name for GOBEL TOLFALAS prior to its attainment of township status in T.A. 830.

LOSSARNACH

(S. *"Flowery Arnach"*)

Lossarnach is the Númenórean name for the high vales of the White Mountains that feed the River Erui, forming the boundary between northeastern Lebennin (Arnach) and southwestern Anorien. Although formally subject to the Legate of Arnach at Minas Arthor, the Orodbedhrim who inhabit this region conduct their lives in relative freedom from the governmental intrusions of the Dúnedain. Beginning with the Great Plague, Lossarnach came to be more and more populous, as the folk of Anorien sought security from war and disease in the highland vales. This recurrent pattern of withdrawal into the vales gradually led to a change in the character of Lossarnach's inhabitants. The Orodbedhrim became assimilated, and the lowland Danan Lin mixed with the Dúnedain of Anorien and elsewhere; but even by the time of the War of the Ring, the region still retained its own distinctive culture and ethnic character.

LUGARLÛR

(Nûr. *"Gloomward Tower"*)

As one passes up the River Harnen on the Rak Chelkar, far above the lush fields of the Aten Amrûn, beyond the more modest valley around the river crossing of Oud Ilaz, one enters a rocky and foreboding canyon, the Kres Lugal. Some fifty miles above Oud Ilaz, the headwaters of the Harnen flow in from Cirith Nurn in the Ephel Death. Surrounded by the stark, gloomy red and black sandstone and granite of the Harnen gorge, one can see the fearsome ruins of Lugalrûr, the Tower of Gloom.

Even Haruze who worship and respect the memory of the Dark Lady, Ard Once Vain, feel oppressed and fearful on seeing the ruins of her famous sanctuary. Lugalrûr was the fortress and residence of the Autarb Ard, Queen of Near Harad, known to the Wise as Adûnaphel the Nazgûl, between the years 2280 and 3262 of the Second Age. Unbeknownst to most mortals, she also dwelt among the ruins from 1050 to 1640 of the Third Age, mistress of her own cult and leader in a conspiracy to spread terror among any of the Dúnedain and Haruze who might be considered a threat to her master, Sauron the Dark Lord.





An ancient trail, the Irit Nurn, comes down the west side of the Harnen from the Cirith Nurn. Ancient stone bridges dating from Númenórean times connect the Irit Nurn with the Rak Chelkar, on the south bank of the Harnen and the ruins of Lugalûr, which lies above and north of the junction of the two rivers. The Kres Lugal is too narrow here to support a town, but several small villages are hidden in the gorges around the bridges. The Lugalim, the goat-herders who dwell here, are Núrniag by blood. Since they are devout worshippers of dark and ancient powers, both Haruze warriors and Gondorian soldiers have persecuted them in the past; they have little to say to the merchants and caravans that pass Lugalûr on their way to Nurn, Amrûn, or Chelkar.

The Kruk Ard, the neck of land caught between the torrents of the Harnen and the Ode Auchel, is a great crumbling wedge of red sandstone surmounted by slabs and pillars of rough black granite. The highest cliffs of the Kruk stand some eight hundred feet above the junction of the two rivers. The castle was originally carved out of the middle layers of the sandstone, with tunnels and a cave cut into the stone just above the river and towers built up on the highest of the pillars. A bridge, itself arching some sixty feet above the high-water mark, plunges directly into a carved gate-tunnel in the cliff face. The rock face above the gate is faced with unfinished slabs of dark granite, decorated with a few ill-wrought bas-reliefs of Númenórean scenes. The effect, magnified by the shadows of the deep gorge and the eerie taint left by the long presence of the Undead, is that of a dark stain on the side of the cliffs. Through most of its later history, the crumbling of the castle's walls worsened its foreboding appearance.

Lugalûr, while small for a monarch's citadel, nevertheless loomed large in the history of late-Second Age Harad. When Ard Once Vain was defeated by Umbarean colonial forces in S.A. 2280, she fled north and eastward with the survivors of her court. The Númenórean rangers sent to hunt her would not approach the frontiers of Mordor. Adûnaphel soon established a new realm, among the clans of the Ausk Dubat and the Ausk Chelkar, the foothills of the Ephel Dúath. With Sauron as its patron, the dominion of Ard served as a buffer state, neutral ground lying between Mordor and Númenórean-held Harnendor. Flourishing on the trade between the two powers, it served this purpose for a thousand years. In the aftermath of Sauron's surrender to Ar-Pharazôn the Golden in S.A. 3262, Adûnaphel escaped over the mountains into Nurn as the hosts of Amrûn, led by Taskral Akil the Great, overran her realm, slew most of her supporters, and sacked her palace.

Lugalûr lay deserted throughout the first millennium of the Third Age. At the time of Númenor's Downfall, a Núrniag clan moved into the Kres Lugal to replace the followers and slaves of Ard slaughtered by the army of Amrûn. They kept their arcane religious practices to themselves and seemed little troubled by the curses and haunts left behind by the Nazgûl and her minions.

Eventually the Cult of the Dark Lady returned to Lugalûr, followed by the Ringwraith herself after T.A. 1050. The Lugalim soon turned to worship this new and powerful goddess. Adûnaphel and her priests and guards made a haven and temple deep in the ruins of the old palace, their secrecy protected by the loyalty of the Lugalim. The few officials and adventurers suspicious enough to visit Lugalûr in this time sometimes found cause to arrest and execute the villagers, but the secret temple remained inviolate for six centuries and more.

Adûnaphel departed for Mordor in T.A. 1640, and thereafter her secret temple dwindled in importance to other plots of the Dark Lord. Ironically, the fell reputation of the ruins worsened after her passing. The Lugalim, desperate to regain the Dark Lady's favor, became more brutal in their worship of her. Travelers were captured and sacrificed to a bloody idol hidden amid the ruins. From time to time, the Lugalim grew careless and failed to keep their crimes a secret. When this happened, the Haruze lords of Oud Ilaz and Chelkar were obliged to send troops into the rift. However, no Haruze wished to dwell in this ill-starred district, and the surviving Lugalim eventually drifted back to their homes.

While the Lugalim provided a distraction for the forces of law and peace, the temple and sanctuary hidden beneath the ruins continued to serve the needs of the Dark Lord. Messengers passed in and out of the Kres Lugal by secret paths, bearing letters written in cursed runes and hiding poisoned sweetmeats under their tongues to keep them silent in case of capture. Acolytes trained in the Temple of the Dark Lady continued her work of subversion and murder. With the passage of centuries, many in Near Harad came to suspect the location of the Dark Lady's haven. However, the passage of time also saw the slow triumph of Darkness among the Haruze. By the time the truth became known, late in the Third Age, the Dark Lady was triumphant. Evil shadows walked among the crumbling towers of Lugalûr, and no living man dared stand against them.

LUGH GOBHA

(Dn. "Hall of Gobha")

Lugh Gobha is the original Daenaël name for what later came to be called the PATHS OF THE DEAD.

LÛGHIRIL

See entry for LYGHIRIL.

LURMSAKÛN

(Har. "Basin of Flowing Waters")

Lurmsakûn is a region of rivers and oases in eastern Near Harad, bordering on the plateau of Khand and the foothills of the Ered Harmal. Its Haruze rulers are the easternmost lords of Men to swear allegiance to Gondor at the height of its power, though the Dúnedain never claimed Lurmsakûn as an integral part of their realm (much in the same way that they exerted their political influence in the upper vales of Anduin). For most of the Third Age, these lands were contested mostly by their own kings and those of the Chey and Variags.

LYGHIJL

Quoth Findegil: *"The inhabitants of Pinnath Gelin, being for the most part uncouth shepherd-folk of Daen-stock, speak Sindarin with such a strong accent that we often found it difficult to comprehend their utterances, which at any rate seemed largely concerned with sheep. Many among them find it difficult to pronounce the fronted vowel Y of Sindarin, and they regularly use U in its stead, so that we often heard forms such as urn 'trees' and emun 'hills' in place of proper yrn and emyn. The name of the river Lúghiril appearing on His Majesty's map thus reflects the local mispronunciation of Sindarin lyg 'snake' as lug or lûg."*

The Lyghiril is one of the streams that run eastward out of the Pinnath Gelin of Anfalas into the lower Morthond vale. Unlike its sister stream, the Calenhir, the Lyghiril's headwaters actually extend as far as the White Mountains themselves, a fact which accounts for the stream's twisting, serpentine path through the hills of Anfalas. The Lyghiril is not navigable, and can be forded at most points along its course.

MALDUIN

(S. "Gold River")

The Malduin is the Carnen's largest tributary, flowing for over 150 miles from the foothills of the Ephel Dúath. Sporadic deposits of gold found in the sediments along its banks were the cause for its name, and these precipitated a fervent (though short-lived) gold rush. Yet despite considerable searching, no one has found the fabled vein from which this gold has been washed.

MEN DIRNEN

(S. "Guarded Trail")

An important if rugged caravan route in the later Second Age, this trail connected the lands of the Pelargirean League with Porosardh, the Realm of Ard, and the Cirith Nurn. In the Third Age it served as a military patrol road for Gondor through the foothills of the Ephel Dúath. At its eastern end, only the branch leading down the Ode Tesar (Har. "River of Rough Steppes") to the ford at Oud Ilaz was kept up by the Gondorians.

Somewhere along the upper Carnen, near where the Men Dirnen fords it, a pair of rocky shelves overlooks the narrowing river. Here at odd intervals during the centuries-long reigns of Berkhalimur of Porosardh and Adûnaphel of Ard, the two sorcerer-monarchs would hold a "Court of Wills" on opposing banks of the river that marked their boundary. They would spend days wrestling in word and thought from stone seats high on the ledges of native rock. It was said that their courtiers would go mad if caught up in the contest of their immortal minds. At times Berkhalimur would manage to bind the Ringwraith with his memories, thoughts of the beauty of old Númenor and other places in the green, living world. When he did this, Sauron would feel his grip over Adûnaphel weaken; he would be angered for the long hours it would take her to break free of the sorcerer's spell.

And yet, it was never said that Adûnaphel would refuse further meetings with Berkhalimur. Tales told of her lesser servants weeping as they sat around her throne high on the lonely rock, and not knowing why.

MEN ERNIL

(S. "Prince's Road")

Name for that segment of the RATHON GONDOR which passes through Dor-en-Enril, beginning in Linhir and terminating at Dol Amroth.

MEN FALAS (ANDRAST)

(S. "Coastal Road")

The Men Falas spans the southern coast of Andrast, from Annúlon in the east to Tharagrandost and Bar Morthil in the uttermost west. The road underwent construction in T.A. 1652 as part of the coastal fortification of southern Gondor against the growing threat of Umbar. Its principal purpose was to facilitate troop movement in order to more swiftly dislodge and repel Corsair landings west of the Rast Rhaen. Because it was assumed that military companies would possess their own resources for camping and sustenance, no way-stations were ever built along the Men Falas (making it less than hospitable for civilian travelers).

For most of its journey, the Men Falas is an unpaved dirt grade, suitable for the movement of people, but not ideally designed for the smooth passage of wheeled vehicles (food and other supplies for Tharagrandost being brought mainly by ship). The road reverts to a trail between Tharagrandost and the Nevedui. This dirt path is part of an ancient, migratory trail, which joins the mountain passes of Cirith Aralanthir and the Nevedui. The Dúnedain rarely make use of this path, since the coast between Lond Deryn and Ras Morthil is more easily patrolled from the water.

MEN FALAS (HARONDOR)

(S. "Coastal Road")

The Men Falas originated in the Second Age as a series of secondary roads connecting native communities to Númenórean tribute stations. This network of local roads was later expanded into a complete secondary road system to the west of the Hyarmentîë. The Númenóreans left the road unpaved, but they did grade it and, as part of their tribute levies, required the local users of the road to maintain it. During the early Third Age, the men of Umbar improved the section of the Men Falas south of the Ethir Harnen by regrading most of the road and establishing permanent work crews to maintain it. It was left to the Gondorians to improve the Men Falas north of the Harnen after they seized Harondor. The Gondorians followed the Umbarean example, though between Barad Harn and Methir the Men Falas was paved. In the wars with Gondor after the Kin-strife, the men of Umbar paved the entire road between the Bay of Umbar and the Ethir Harnen.





The paved portions of the Men Falas are uniformly twelve feet wide and are made of locally quarried stone. The unpaved stretches of the road vary between ten and twenty feet in width, and are covered with gravel. An unpaved strip generally (though not always) runs to either side of the paved road. Widths vary, but rarely exceed ten feet.

MEN GALEN

(S. "Green Road")

Quoth Findegil: *"This road, which is in fact little more than a shepherd's track, was formerly accorded the unaccountably grandiose Quenya name Laitië Yára, which is 'the Old Greenway' in the Common Speech. We have no doubt that the local countrymen would allege that this is because the road was discovered by Tar-Aldarion. As is often the case in places frequented by shepherds, the proper name has been corrupted to a mixed form, with the second element now replaced by Sindarin iaur, also meaning 'old'."*

The Men Galen is a graded dirt road that transverses and encircles the central and eastern Pinnath Gelin in Anfalas. Following the path of an earlier shepherd's trail, the Men Galen was leveled in the early Third Age, shortly after Tarannon's pacification of Anfalas, and thereafter served as an important route for the annual flock movements in the Mesta. Beginning at Serelond on the central coast of Anfalas, the Men Galen follows the course of the Celgalen stream northwards as far as Umb Estelwain, at which point it strikes due east through the Pinnath Gelin to Rond Rhandir. From there the road turns southward, hugging the eastern boundary of the hills until it reaches the sea once again.

MEN HARAD

(S. "Harad Road")

The Men Harad is the common name used in southern Gondor for the trade route through Harondor which links it to the lands of Harad. Gondorians also refer to the actual roads that are part of this trade route as the Men Harad. Scholars and those living south of Gondor know that the true Men Harad is a major caravan road that branches off from the Rath Khand, south of the Methiant Khand. The Men Harad of the Gondorians incorporates portions of the Hyarmentië and Men Harnen before joining with the caravan route to the kingdoms of eastern Harad.

MEN HARNEN (NORTH BANK)

(S. "Harnen Road")

The Men Harnen was built by the Númenóreans during the Second Age on either bank of the Harnen River. Construction proceeded in two phases. The first began in S.A. 2287 and extended the Men Harad from Tharven to Amrûn and the mouth of the Harnen. It was not until S.A. 3192 that it was extended west to Mírlond, incorporating part of the Men Falas. Its construction is

the same as that of the Hyarmentië, except the road is only twenty feet wide. After T.A. 1540, most of the way-stations were fortified and garrisoned by the men of Gondor, but during the Second Wainrider War, the Gondorians were forced to withdraw from Harondor before they could destroy the way-stations. Despite their later victory, much of the Harnen river valley remained under the control of Haruze and Variag bandits or Umbarean adventurers, so the Gondorians were unable to dismantle the fortified way-stations.

MEN HARNEN (SOUTH BANK)

(S. "Harnen Road")

This secondary road along the southern escarpment of the Harnen river valley was constructed by the men of Umbar following the loss of Harondor to Gondor in T.A. 1540. Graded, but unpaved, the twenty-five-foot wide road runs from Gobel Ancalimon to Tirith Argon with rest houses spaced every 30 miles. It was used to improve transportation between the two towns and the Umbarean forts and manors along the Harnen. Following the Gondorian seizure of Umbar in T.A. 1810, the road was paved, allowing the rapid movement of troops along the Harnen.

MEN HARONDOR

(S. "Harondor Road")

Originating at Gobel Mírlond, this road crosses the south-central portion of western Harondor before joining with the Hyarmentië at Amon Eithel. The Gondorians built this road shortly after taking control of all Harondor early in the tenth century of the Third Age. It was used primarily to transport troops and military supplies in the war against the Umbareans, so the men of Gondor built it with the same skill and precision used by the Númenóreans to build the Hyarmentië and Men Harnen. When the kings abandoned Harondor, the road behind remained untouched, although the Gondorian army did cave in the wells and torch the way-stations.

The Men Harondor measures twenty feet in width and is built atop an embankment five feet high. Mile posts are placed beside the road and a well is located at every third leaguestone. Way-stations, originally built to house troops, are spaced every 45 miles. They are built like small forts and are easily defensible against small groups of attackers.

While Sangahyandion occupied Harnendor, the way-stations became border forts between northern and southern Harondor. During the Second Wainrider War, they were places of refuge from the marauding Haruze and Variags. The way-stations and wells along the road were destroyed by the Gondorian army during its withdrawal north of the Poros. Several way-stations were rebuilt and the wells redug in the years that followed.

MEN IAUR

(S. "Old Road")

Alternative name for MEN GALEN.

MEN ITHILIEN

(S. "Ithilien Road")

The Men Ithilien is the main road running from north to south through the length of Ithilien, until it joins the Hyarmentië at Athrad Poros. The Men Ithilien was constructed by Isildur during the first years after the founding of the Realm-in-Exile in order to facilitate the movement of soldiers to the southernmost boundary of his domain. The stone used to build the road was quarried from the nearby Ephel Dúath. The manpower needed to lay so long an extent of paved road was immense, and the Men Ithilien took several years to complete.

MESTA

Colloquial Westron name given to the sheep-herding guild of Anfalas and, by extension, the region of the PINNATH GELIN where its herds range.



METHED LEBENNIN

Quoth Findegil: "We were at a loss to account for how the contemporary form 'Lebennivet' might mean 'the End of Lebennin' until we consulted with Master Parvbael of the Sindarin Academy in Pelargir, who informed us that the name resulted from an unhappy marriage of the Quenya suffix -met 'end' to the Sindarin name Lebennin, with the Quenya ending then submitted to the usual Sindarin consonant mutation in such a position, becoming -vet. Master Parvbael's distress over this name nearly equaled our own, and His Majesty's son the Lord of Pelargir has promised to take under advisement our suggestion that Lebennivet be officially changed to the proper form, Methed Lebennin."

Methed Lebennin is the point of land that forms the eastern shore of the Glinduin-Serni estuary. The rocky headland is appointed with a strong tower garrisoned under the authority of the Fanuilond legate. The tower was destroyed and rebuilt many times during the Third Age, bearing the brunt of Corsair raids against Linhir and Fanuilond. In T.A. 2050 it became the seat of a local lord, and remained a feudal estate until T.A. 3019, when its lord was slain in the massive Corsair attack upon the coastlands during the War of the Ring. Methed Lebennin also gives the southwestern district of the province its name.

METHIANT RATH KHAND

(S. "Last Bridge of the Rath Khand")

This Númenórean bridge crosses the Ode Pezar and marks the end of the paved portion of the Rath Khand that runs between Umbar and Amrûn. Built in S.A. 2310, it carries the Rath Khand 50 feet above the river valley below. The 2,000-foot long bridge is supported by forty 40-foot arches supported on 10-foot wide piers. Amrûn has incorporated the northern toll tower into its outer fortifications. The southern one remains in its original condition and is controlled by the Umbareans in Tirth Argon.

METHIR

(S. "Last Stream")

Methir was the second-largest town in Harondor in the mid-Third Age, home to more than 8,000 citizens in the time of the Ship-kings. Since it began as a river port at the time of the first Númenórean settlement along the Anduin, its people have always been fishermen, traders, or artisans. The lowlands of the Anduin across from Pelargir are also called the Methir, and the town, in the old days, was the major market-place of western Harondor and the focus for local trade with Pelargir and the Lebennin. In the Fourth Age, the Methir vales were rapidly reclaimed for agriculture by Gondorian settlers from Lebennin, and the village soon was rebuilt on the old foundations.

Gondorian
soldiers on the
Men Ithilien





Methir sits on both sides of a rather small river which flows out into a perfect bay for a harbor. The Men Falas crosses the river about two hundred yards inland from its mouth. Traditionally, the town's population is divided rather evenly by the river. In the dry seasons of the year the river is nothing but a shallow stream with just a bare trickling of water. If it runs dry at other times, it means that most of the water has been appropriated by farmers further inland. Most of the south side is inhabited by fishermen, with the artisans and traders taking the north side, although the bustling fish-market sits right among the trading houses just north of the river mouth.

The town has a squire whose residence and office were situated on the north side of the river, next to the bridge. The squire presided at town meetings in the old days, but his influence was rather limited. An ancient fort stands above the town; as elsewhere in Old Harondor, the real power sat inside the fort in the form of a noble lord. The castle, Barad Methir, is an imposing stone structure on top of the promontory overlooking the harbor approximately two hundred yards east of the town limit. In the mid-Third Age it was always garrisoned with a few hundred men.

Methir began as a subsidiary fortress of Pelargir in S.A. 1700, yet there are almost no references to it in documents until after the Gondorian conquest of Umbar. When Harondor was organized as a province of Gondor, Methir became the legate residence for the surrounding rural district. Until the end of the Kin-strife, the town's history was uneventful. The Barad Methir was then strengthened to offer the local civilians proper defense against the Corsairs. From T.A. 1448, the fort was also the seat of the Lords of Methir of Ecthelion's line, ruling all the surrounding low country.

Between T.A. 1475 and T.A. 1810, Methir was subject to several Corsair raids. There were no serious attempts to capture the town, as the Corsairs did not wish to clash with the sizable fortress garrison, but several times its harbor was plundered and ships were seized while many houses were torched. After each attack, the town was repaired. In T.A. 1944, the town survived the Second Wainrider War almost unscathed, since most of the invasion took place to the east of it. Gondor's navy evacuated many refugees from its port, bringing them to safety in Lebennin.

After the Second Wainrider War, Methir's fortifications were improved since, after the abandonment of Harnendor, Methir had become a border fortress. A Gondorian garrison remained there to the end of the Third Age, but the town dwindled down to nothing as the Haruze pressed closer to the Anduin. The Barad Methir stood mute and alone over the haven, waiting for a time of peace and rebuilding.

METHRAST

Quoth Findegil: *"The end of the great promontory of Belfalas is known throughout most of that region as Methrast, which in the Common Speech may be interpreted as 'End of the Cape' or 'Last Cape'. We might therefore be forgiven for suspecting that Metrast on His Majesty's map, which appears to begin with Quenya met 'end', was but another of the Guild's monstrous Quenya-Sindarin confluents. However, further investigation has shown that Metrast is a genuine, albeit unlovely, dialectal variant of the proper form, being commonly used amongst the coastal folk, crude sailors and fishermen mostly, who have great difficulty in pronouncing the sound TH and so often replace it with T."*

Methrast is the name given to the tip of the Belfalas peninsula and its accompanying chain of islets. The cliffs of the cape are sheer and unclimbable, and there are no safe landing points for many miles in either direction. In addition to being an important nautical reference point, Methrast also forms one terminus of the coastal beacon system of Belfalas. News of approaching enemies espied by the sentinels of Methrast is capable of being related to Dol Amroth in a matter of hours.

METRAST

Alternate form of METHRAST.

MINAS ANDHEN

(S. *"Tower of the Long Eye"*)

Perched near a lonely mountain top overlooking the Mornan, Minas Andhen was built in T.A. 837 as a retreat for loremasters and royal seers, many of whom visit the tower for extended periods of study or quiet reflection. Minas Andhen was abandoned during the Great Plague. During the period of its use, the tower was also occupied by a garrison of twenty soldiers from Mornan.

MINAS ARTHOR

(S. *"Tower of the Great Torrent"*)

Minas Arthor, the capital of Arnach, is situated on the Crossings of the Erui, where there has been a settlement for as long as chronicles can tell. The town was founded in the early Third Age, and soon became the center for the prosperous agricultural district around the Celos and the Erui.

The battle at the Crossings of Erui, where Eldacar's returning host defeated and killed the Usurper, was fought just outside Minas Arthor. To commemorate the battle, a large mound was raised on the battlefield called the Hill of Remembrance; every year on the battle day a deeply moving ceremony was held there in which all the dead—loyalists as well as traditionalists—were mourned. Minas Arthor itself did not suffer any damage during the Kin-strife, and continued to prosper until the Plague took away half its population. By the end of the twentieth century, the town had regained its pre-Plague population of 5,000.



MINAS BRETHIL

(S. "Tower of the Silver Birches")

Minas Arthor was not built for defense, so there is no town wall or keep. This enables the town to grow unhindered, and there is no need for the close structure of walled cities. Minas Arthor abounds with large squares and public gardens. The homes of the rich often resemble manors: large, two-story houses with several outhouses and stables, as well as large, private gardens. Most of Minas Arthor's buildings are of wood with a stone ground floor, though many of the largest structures are built entirely of stone. Notable buildings are the Woodworkers' Lane, the House of Grain, and two taverns: The Horseshoe and The Peacock's Feathers.

The people of Pelargir and Minas Anor jokingly refer to Minas Arthor as "the oversized village," but its inhabitants are proud of their "garden town." The town has no garrison, so order is kept by the town watch. These are easily recognizable due to their red tabards with a device of three golden shears (the town's emblem). They carry long wooden staves and daggers, but no armor.

The best carpenters in southern Gondor are found on Woodworkers' Lane in northern Minas Arthor. They are no ordinary craftsmen, but rather artists who work with wood, producing exquisite furniture and furnishings for wealthy customers from all over the realm. Perhaps the most famous is Girondor, who proudly claims that he only works with *lebethron*.

The House of Grain is the center for the grain trade. It is actually a complex of buildings on the southern outskirts of the town, including several storage houses, stables, and one large stone building where the trading takes place. After the harvest, surplus grain is brought in from all the farms in the district and sold by the farmers to the grain merchants, who in turn sell it to buyers from other parts of southern Gondor. The military and merchants from Minas Tirith and Pelargir are the most important customers. Especially in the autumn, there is much hustle and bustle around the House of Grain, some of which continues in the neighborhood inns when farmers celebrate their sale.

Minas Arthor is located on the Rathon Gondor and many travelers pass through the town. The Horseshoe is a large inn on the western outskirts, favored by larger groups of travelers since it offers grazing grounds for horses, as well as an in-house blacksmith. The tavern building is large, and its main hall may seat more than a hundred people for the evening meal.

The Peacock's Feathers is a small and snug inn at the center of Minas Arthor, situated on a side street to the town square. The tavern is favored by discerning and experienced travelers since it offers very good food, and the innkeeper, Glostarion, is known for telling the latest local gossip. The Peacock's Feathers is more expensive than the average inn, but well worth the price.

Minas Brethil, the capital of Celossien, is situated on the upper Serni, and is a center for the agricultural region between the Glinduin and the Serni. The town began to grow in the fourth century when the surrounding countryside was settled. After the Kin-strife, Minas Brethil had approximately 4,000 inhabitants, a number halved in the Plague and only regained at the end of the twentieth century.

When the Corsair raids started and both Linhir and Fanuilond were attacked, the town council decided to build a wall, even though Minas Brethil was far from the coast. In T.A. 1499, the wall was completed, but was not tested in combat throughout the following six centuries. All houses inside the town walls are of stone, to reduce fire hazards. Most buildings antedate the Kin-strife, so Minas Brethil has a slightly shabby and disrepaired look.

The town garrison is housed in the Legate's Block. When working as a town watch, the soldiers rarely wear armor or any weapons, except clubs or staves. Their tabards are green with a river of silver across the breast. Minas Brethil's garrison is not large, and it is actually more of a heavily armed town watch. To be able to man the walls and withstand a potential Corsair attack, the town depends on its comparatively well-trained militia of 400.

Notable buildings in Minas Brethil are the Legate's Block and two taverns: the Haymaker and the Poleaxes. The Legate's Block, consisting of all the public buildings, is so named because it is a single complex covering a block in the northern part of the town. Here are found the barracks, the legate's home and garden, the town government, and the guildhall.

The block was built in the late fourteenth century and is basically one large square building with an open plaza in the middle. The building is three stories high, with squat, five-story towers in each corner. It is not built for defense, so there are many windows as well as arches leading into the central plaza. While not beautiful, the Legate's Block is impressive with its size.

The Haymaker is a tavern just outside the town wall to the south. A large wooden structure, it is the most popular tavern among the local farmers because of its cheap yet heady brew. On market days, the Haymaker is crammed to its limits with boisterous farmers, and there is much good-natured brawling, arm-wrestling, shouting, and singing, and almost always one or two fist fights going on outside the tavern. The innkeeper, Madac, is a straw-headed giant who, while good-natured, has been known to fell troublesome brawlers with one blow.

The Poleaxes, named for the two poleaxes crossed over the door, is the soldiers' favorite inn. Travelers with a thin purse have learned to favor the Poleaxes since it offers huge amounts of good, solid food at moderate prices. Order in the tavern is very good, and the innkeeper can count on any soldiers present to give a brawler a beating he will not forget.



MINDOLLUIN

(S. "*Towering Blue Head*")

Mindolluin is the easternmost peak of the White Mountains and, as such, marks the natural boundary between northern and southern Gondor. Rising nearly several thousand feet above the Vale of Anduin, the precipice of Mindolluin creates the rearward defense for the city of Minas Anor, which rests upon a rocky spur of the mountain. Nestled against the eastern face of Mindolluin are the hallows of Meneldil and his royal heirs, and far above these is the High Hallow, the most sacred place in all of Gondor, where alone the kings may intercede with Eru Ilúvatar on behalf of the Faithful. The slopes of Mindolluin are sheer and unclimbable, and the narrow path leading up to the High Hallow is accessible only from the lower, royal hallows.

MÍRLOND

(S. "*Jewel Haven*")

Official name for GOBEL MÍRLOND prior to T.A. 830 and after T.A. 1450.

MORNAN

(S. "*Black Vale*")

The upper course of the River Morthond gives this mountain vale its name. Divided from the rest of Lamedon by Tarlang and from the lower course of the river by the forest wall of the Nineryn, the Mornan is fief to one of southern Gondor's two princely lines, the House of Gundor. Though insignificant with respect to size and strategic importance, the vale is nevertheless important to the history and politics of the South-kingdom, due to its familial connections with the Prince of Belfalas and because its own prince guards one of the ancient legacies of Númenor, the Black Stone of Erech.

History

The Mornan became the core territory for the brief but powerful mountain domain of the Daen Coentis during the late Second Age, but was subsequently abandoned as the Oath-breakers withdrew farther into the Ered Nimrais. When Merro swore his oath upon the Covenant Stone at Erech, Isildur named the Prince of Belfalas as its witness, and gave to him and Merro the Gwaedhil (see Section 10.5 in *Southern Gondor: The People*) as tokens of the covenant between the Dúnedain and the Daen king. With these blades went (for the prince) the wardenship of the Stone of Erech. Later, during the early Third Age, this wardenship was informally extended to encompass the new Danan Lin settlers; and finally, with the ascension of Tarannon Falastur in T.A. 830, the Mornan was granted as a feudal estate to Gundor, the second son of Prince Lothirion of Belfalas.

The House of Gundor persisted as a distinct princely lineage until the death of the last prince in T.A. 1975, during the Gondorian conflict in Eriador. After that time, Prince Edrahil II (the namesake of Imrazôr the Númenórean) declined King Eärnil's offer to reclaim the fief for Belfalas, saying instead that it should be entrusted to the care of Marach, one of the Mornan-prince's own loyal retainers who had achieved great renown in the defeat of Angmar in the north. Between T.A. 1975 and the end of the age, the Mornan was ruled by the House of Marach. When the last lord of this line perished in the Battle of the Pelennor Fields during the War of the Ring, King Aragorn Elessar restored the fief to Dor-en-Ernîl, making it subject to Prince Imrahil and his descendants.

The Land

The Mornan reaches a width of sixty miles at its widest point, before it is narrowed by the line of the Tarlang ridge in the southeast. Because the vale is well-watered by the mountain streams, arable land is plentiful (though much of the higher ground is reserved for sheep and goat-herding). The surrounding mountains rise quite abruptly on all sides, discouraging settlement on their slopes. The most notable topographical feature of the vale itself is the hill of Erech, which rises near to its center. With the exception of its principal headwater (the Blackroot itself), all of the water courses that feed the River Morthond are fordable.

Flora and Fauna

Like many vales of the Ered Nimrais, the Mornan is rich in herbs and other natural curatives. Whereas the Nineryn possess a variety of trees and plant life, pines are the most common tree found throughout the vale proper. Even on the nearly sheer mountain walls it is not uncommon to find a stand of such trees, clinging tenaciously against the force of gravity on the narrow rock ledges. Flowing grasses carpet the valley floor wherever the land has not been cultivated. Wheat and barley are the principal crops, and the Mornan produces enough to feed all of its inhabitants abundantly without the necessity of importing bulk foodstuffs from elsewhere.

Because of its small size and inhabited character, the majority of animal life in the Mornan is domestic—farm animals in the agricultural areas and sheep and goats in the uplands. By contrast, the steep sides of the White Mountains support a fairly diverse array of wildlife. Mountain goats leap from ledge to ledge with death-defying grace as they seek out edible plants in otherwise inaccessible crags. Eagles, hawks, and other birds of prey nest in eyries that overlook the vale below. Deer, boar, and other hunting animals are plentiful in the Nineryn. Wolves inhabit the mountain woodlands, but seldom approach the well-guarded farmlands.

The Inhabitants

The folk of the Mornan are almost entirely of Danan Lin extraction. This is due to the fact that the vale had originally been Daen Coentis territory, and so had lacked a mixture of other racial and ethnic strains. With the fading of the Daen Coentis after the Oathbreaking in S.A. 3434, the vale came to be largely abandoned during the course of the first few centuries of the Third Age. Soon after this, political tension and population pressure within the Númenórean-dominated coastal settlements of Anfalas and elsewhere led many Danan Lin of less mixed blood to migrate further inland, occupying the then-uninhabited Mornan.

Prince Lothirion of Belfalas, always one to advocate the peaceful separation of races, petitioned King Tarannon in T.A. 831 that the Mornan, then a royal ward under the nominal stewardship of Dor-en-Enril, should be transformed into a fief to which the Danan Lin, always loyal to the Dúnedain, could remove, free of the tensions then manifesting themselves in the troublesome Anfalas colonies. By making Mornan a fief, Gondorian provincials would be discouraged from colonizing the region; and, at the same time, the Daen-folk would remain Gondorian subjects.

The majority of the inhabitants of the Mornan are farmers or shepherds, though a good number also work the numerous mines of the region on behalf of the prince. The only noble inhabiting the vale is the prince and his household. The sole exception to the norm is represented by the prison colony of Imlad Angren, which works the adjoining mines; but these criminals, many of whom originated elsewhere in southern Gondor, do not interact with the rest of the populace.

Politics and Power

The Mornan possesses little in the way of government; it is essentially a large estate, ruled by a single noble family. The fief contains no settlements of appreciable size to warrant any distinctive political institutions—the largest village, surrounding the walls of the prince's castle of Morthondost, contains less than three hundred inhabitants. The Danan Lin farmers and shepherds live by their own customs, appealing to the prince only when resolution of a dispute cannot be achieved through traditional means. The prince is, moreover, appealed to directly, and only a few of the prince's household retainers act in his stead.

Warcraft

In times of war, the Prince of Mornan simply becomes part of the cavalry of Belfalas. The Mornan is able to field a levy of five hundred men, most of whom are skilled with the bow or other hunting weapons. This levy, however, is called upon only when the defense of the realm itself is at stake. During peacetime, the prince selects a local militia for maintaining domestic order in the fief. Morthondost possesses a small garrison, but this is rarely sent beyond the castle walls.

MORNEN

(S. "Darkwater")

Mornen is a small hamlet in the Mornan, located near to the confluence of the Nin Firn and the main course of the River Morthond. Historically, the village is the earliest recorded Danan Lin settlement in the vale subsequent to its abandonment by the Daen Coentis. In addition to the usual structures, the hamlet possesses a temporary barracks used by the militia responsible for policing the lower half of the vale.

MORTHOND (MOUNTAIN)

(S. "Blackroot")

This was the original Númenórean name for the mountain that later became known as OROD FAEREN.

MORTHOND (RIVER)

(S. "Blackroot")

The River Morthond takes its name from the mountain of the same name where its principal headwaters lie, passing through the uplands of Mornan on its long journey to the sea. Below the Nineryn, the river becomes the boundary between Lamedon and Anfalas and, from its confluence with the Ringló at Glanhir, between Anfalas and Dor-en-Enril. The Morthond is navigable as far as Rendûl by flat-bottomed boats, and as far as Glanhir by sea-going vessels.

Morthond's waters are deep and swift-flowing, and provide no fords. Only two small bridges in the Mornan, more than a hundred miles upstream, offer dry passage across the river. Otherwise, the traveler is dependent upon the ferries that operate out of most of the towns and villages bordering the river. The outflow of the Morthond contains several rocky islets, one of which houses the ancient Falathron stronghold of Lond Duilin.

MORTHONDOST

(S. "Castle Morthond")

Morthondost is the traditional residence and chief stronghold of the Prince of Mornan. The fortress overlooks the eastern bank of the River Morthond just opposite the hill of Erech. Between the walls of Morthondost and the stone bridge that crosses the river stands the small village of Sarn Erech, which serves as the local market for the Mornan. Despite its physical size, the fortress of the prince does not hold a large garrison, and consequently requires less resources and manpower from the villagers to support it. For this reason, the population of Sarn Erech has always been minuscule.

NAN ENGUI

(S. "Vale of Engui")

The Nan Engui is a river vale encompassing the greater part of Andrast that faces Belfalas Bay. Much of the Nan Engui is wilderness, the only permanent settlement being the coastal fortress of Tharagrondost. Prior to Númenórean timber-seeking in Middle-earth, the Nan Engui was heavily forested with mighty oaks. By the time of Númenor's Downfall, only tenacious stands scattered





*A Bowman
teaches his son*

along the course of the Engui stream remained. It was not until after the Kin-strife that the Sea-kings, pressed by the sudden need to rebuild a war-fleet from scratch, once again turned their thoughts to the ancient groves for ship timber. Nevertheless, the meager survivals of the Nan Engui were little diminished by the royal demand, due to their great distance from Pelargir and southern Gondor's other principal ship-building centers.

The mountains that fence in the Nan Engui to the northwest possess one notable feature unique to them throughout all of Andrast: a straight line of flat, unadorned, man-sized stones, marking some invisible boundary or path, that run for miles on end in a southwest-northeastern direction. Patently man-made, this strange configuration has puzzled the loremasters of the Dúnedain for generations. The most plausible theory of its origin suggests that the stone line is the work of the ancient Dunir of Andrast who, by some unknown or forgotten science, succeeded in orienting it to directionally correspond with the location of Tum-i-Cereg, more than eighty miles away across the rugged mountain ranges. The purpose of such a correspondence remains unknown; even the Dunir themselves lack a coherent explanation, though most recognize its orientation towards their sacred burial ground.

NAN ENQUI

Corrupt rendering of NAN ENGUI.

NAN ERECH

(S. "Vale of Erech")

Alternate name for the MORNAN.

NAN-I-FERYTH

(S. "Vale of Hunters")

Nan-i-Feryth is the name given by the Dúnedain of Anfalas to the upper Lefnui valley, from Saerthondost to the headwaters in the White Mountains. As its name suggests, the Nan-i-Feryth is stalked by the bold hunters and trappers of southern Gondor, eager to procure valued furs and hides for the markets of Annúlon and Lond Galen. With the exception of a few hunters' lodges near the sources of the Lefnui, the Nan-i-Feryth is devoid of permanent settlement. Only the Daen Lintis of Hairaverkien inhabit the vale year-round, since their burial ground of Cûm Arelaidh lies tucked away in the nearby mountains.

NAN LEFNUI

(S. "Vale of Lefnui")

The Nan Lefnui proper is reckoned to extend as far upriver as the town of Annon Wain and the neighboring fort of Saerthondost, after which it becomes the Nan-i-Feryth. Bounded by the White Mountains of Andrast to the west and north, and the Pinnath Gelin of Anfalas to the east and south, the Nan Lefnui is populated primarily by wandering Dunir clans.

NAN MORTHOND

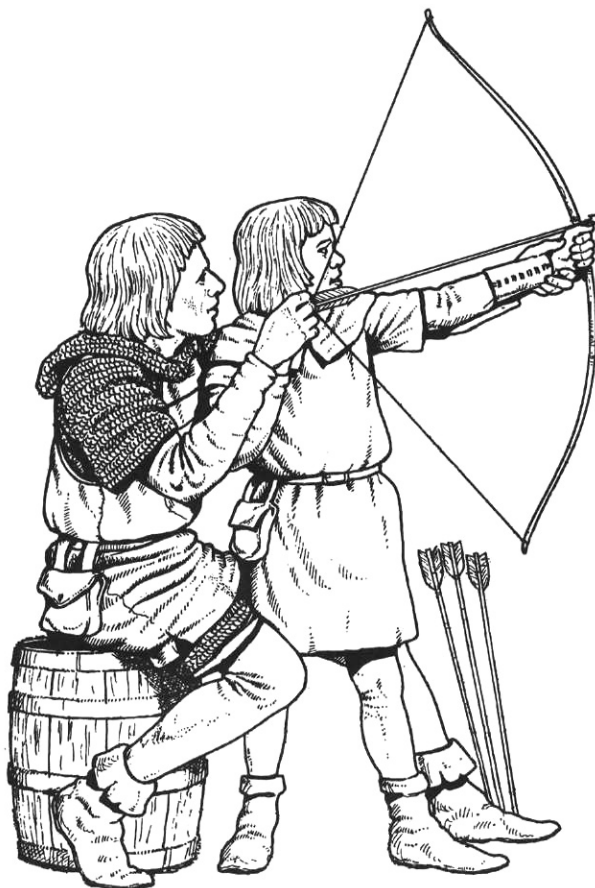
This is the name given to the vale of the River Morthond in its entirety, from the White Mountains to the sea; whereas the upland portion north of Tarlang is known as the MORNAN or the NAN ERECH.

NAN REQUAIN

See entry for NAN ROECHBIN.

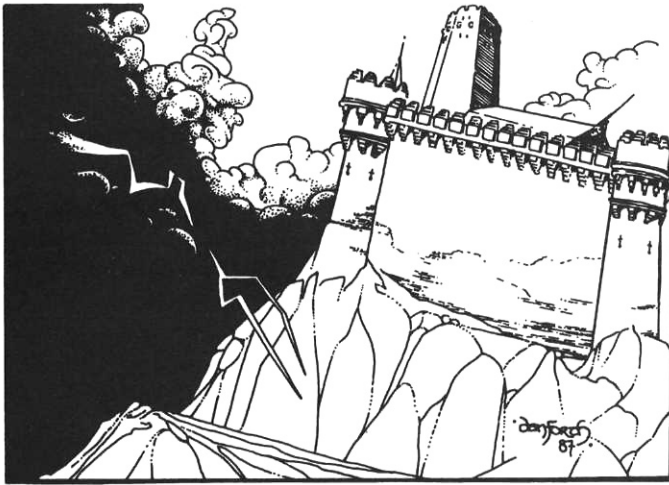
NAN ROECHBIN

Quoth Findegil: "Until His Lordship the Prince of Dol Amroth explained its history, we were greatly puzzled by the strange contemporary name for this highland vale, 'Nan Requain', in which the form Requain can be naught but Quenya roquen 'knight' pluralized in the Sindarin manner by vocalic affection. 'Twould seem that a few generations ago there was a man of Belfalas named Halweg, a former keeper of swine who had risen through great initiative to the rank of knight. Halweg, abashed at his humble origins, took to salting his speech with Quenya words and phrases in an effort to sound as one of noble birth, though being an unlettered man he often misused the High-elven tongue in a most outrageous manner. It thus became a common jest at the Court in Dol Amroth to refer to Nan Roechbin, the 'Vale of Knights' of which Halweg was lord, as 'Nan Requain' in mockery of his speech, and as His Lordship





Amrûnaur



The Nan Roechbin is the great upland vale of the Ered Torthonion, whose two arms separate and later reunite to form the peninsula of Belfalas; Nan Roechbin lies between these arms. Prince Edhelion enfeoffed the lands of this vale during the early years of his rule, in order to secure the Ered Torthonion against the prospect of a Daen uprising. And indeed, the Nan Roechbin borders upon the lesser vale of Cûm Taran, where the descendants of the Coentis chose to establish their burial ground.

Despite the fact that the Nan Roechbin is watered by a substantial tributary stream of the Glinduin, the arability of its land is limited, and is much better suited to shepherding than to farming. The landed knights of the vale soon took their cue from the Daen inhabitants, and became sheep-herders in turn. To many of the nobility elsewhere in Dor-en-Ernîl, this mode of life appeared rather unbecoming to their station, but the sheep-lords of Nan Roechbin eventually transformed their stigma into an economic asset, finding that they could enlarge their wealth substantially by selling the wool of their flocks annually in Linhir.

NAUR AMRÛN

Quoth Findegil: *"The current name of this citadel is Amrûnaur, a form which exhibits the sort of corruption of the King's Sindarin that becomes all too common the farther one travels from Minas Tirith. The proper Sindarin form would of course be Naur Amrûn, which is 'Flame of the Sunrise' in the Common Speech. We informed the warden of the garrison of this, but he seemed wholly uninterested in having the name officially changed."*

Naur Amrûn is the most important fortification in Belfalas after Ost-en-Ernîl itself, presiding as it does over Cirith Dudhrandir, the principal mountain pass joining eastern and western Gondor. Named for the eastern light of the rising sun that shines through the pass at dawn, Naur Amrûn was founded by Edhelion, the first Prince of Belfalas, in the year 3419 of the Second Age. Apart from guarding the strategic pass, the castle's purpose was to keep watch over the Daen Coentis of the Ered Torthonion.

Although the King of the Mountains had sworn fealty to Isildur nearly a century earlier, the return of Sauron to Mordor led the Dûnedain to fear that the Daen would betray their trust, and return to their ancient allegiance to the Dark Lord; and although the current Morachd then resided in the Mornan, his grandfather, Merro Glastanan, had first established the Cult of Shoglic at his clan stronghold of Galibur, scarcely ten miles south of Cirith Dudhrandir. The folk of the Ered Torthonion had therefore become a potential threat to the security of the prince's domain—and, indeed, to all of southern Gondor—should the Daen Coentis be stirred to war on Sauron's behalf. In order to stem any such threat from materializing, Edhelion ordered the construction of Naur Amrûn.

The castle and its garrison have always been placed under the authority of a non-hereditary warden (usually chosen from among the prince's household knights), since the prince never relinquished his direct control over Cirith Dudhrandir to any lesser noble. The Daen Coentis did not revolt as Edhelion had feared, and Naur Amrûn was never besieged or taken by a foe. Nevertheless, the internal stability and peace of Belfalas would not likely have been maintained had Naur Amrûn never been built in the first place. Naur Amrûn remained garrisoned throughout the Third Age and into the Fourth.

Naur Amrûn stands atop a rocky shelf projecting from lightning-wreathed Mount Thoredarb, and is accessible only by a roadway that winds up the steep mountain side. The castle's location was chosen because of its proximity to the highest point of the pass, but it later became the central link to the landward beacon system of Belfalas, which stretches along the spine of the Ered Torthonion from Din-Lamedon in the north to the Glinduin estuary in the southeast.

The peacetime garrison of Naur Amrûn includes five household knights and their esquires, five to ten landed knights serving their term of garrison duty, a hundred yeomen, and another hundred men-at-arms. Naur Amrûn is also home to a military company known as the Verderers, who serve the Master Forester. They are not part of the prince's war-host, but may serve as scouts when needed. They number between twenty-five and thirty.

Naur Amrûn's pentagonal curtain wall stands fifty feet high and twenty feet thick, with machicolated battlements. Each section of the wall is two hundred feet long, and is joined by round towers. These towers are eighty feet high, fifty feet in diameter, have ten-foot thick walls, and house five interior stories. From two of the towers, the curtain wall extends outward to create an additional bailey, meeting at a barbican.

The road from below passes through an outer, iron gate at the barbican, and through a second gatehouse at the inner end of the bailey. The interior of the main curtain wall is lined with stone buildings: barracks, smithies,



stables, kitchens, and the like. On the highest point of the shelf is the High Keep, attached to the northwest corner of the Great Hall. The keep is 125 feet high and 60 feet in diameter. Its twelve-foot thick walls support eight floors and a roof. The warden and household knights have their apartments in this structure.

NEN FALASTIR

(S. "*Falastir's Water*")

Halfway between Barad Harn and Eithel Túrin lies a small, picturesque bay overlooked by the ruins of an ancient Haruze tower. The bay is surrounded by light woodlands which gently obscure the low ridge that rings the bay. The ruined tower sits atop the northern headland of the Nen Falastir, barely protruding above the treetops. The tower and a small palace were built by the Haruze ruler of Barad Harn during the early Third Age as a personal retreat. In this despot's wars with the Ship-kings, both the tower and palace were gutted by fire and left to ruin. An enterprising Gondorian established a small hostelry on the site of the ruined palace, but it was abandoned after the Kin-strife.

NEN GALEN

(S. "*Greenwater*")

The Nen Galen is one of the two streams that make up the headwaters of the River Ciril in Lamedon. The Nen Galen has its source in the mountain vale of Hogo Tarosvan, out of which it passes through a subterranean waterway. It runs south for nearly forty miles, passing beside the mining town of Ossarnen, before it forms the main course of the Ciril at Calembel. The Nen Galen is fordable and too shallow for river boats.

NEN GILROS

(S. "*Star-spray Water*")

Nen Gilros is a shallow cove off the eastern coast of Tolfalas that is fed by the Gilros stream, emanating from the island's central mountain range. A small fishing village of the same name stands at the mouth of this stream. Originally settled during the early Third Age by Ethir-folk, Nen Gilros came to be abandoned along with the rest of the island in response to the depredations of the Corsairs. The village was resettled early in the Fourth Age by fishermen from Belfalas.

NÉN HWARIN

(Q. "*Crooked Bay*")

Nén Hwarin is a small bay formed by the rocky point of Rast Rhaen on the southern coast of Andrast. The bay gets its name from the twisting line of its coast where, after the calm shores of Lond Deryn, the sheer cliffs of Andrast once again thrust themselves into the sky, sometimes as high as four hundred feet. Because of its topography, there are no landings along the Nén Hwarin, and the high cliffs often create sudden and unpredictably violent eddies of wind that can drive a vessel to ruin in a matter of minutes. For this reason ship captains go to great efforts to avoid the waters of Nén Hwarin.

NEVEDUI

(S. "*Seventh [River]*")

The Nevedui is one of the many mountain streams of Andrast, which empties into the Bay of Belfalas only forty miles east of the very tip of Ras Morthil. The Nevedui is not navigable, but widens at its mouth enough to allow ships to use it as temporary haven. Its distinction arises from the fact that its course is followed by a trail that leads to the only usable pass over the mountains of Andrast between the Cirith Aralanthir and Ras Morthil itself. A subsidiary fortification of Tharagrondost was built at the mouth of the stream in T.A. 1720. To this was added a manorial estate on the opposite bank in T.A. 2050.

NIMTHOND

(S. "*Whiteroot [Stream]*")

The Nimthond is a tributary of the River Lefnui in Anfalas. Although narrow and unnavigable, the Nimthond is swift-flowing all year round and cannot be forded within thirty miles of its confluence with the Lefnui. The Nimthond is an important watercourse, both because it marks the first great bend in the Lefnui and because it cuts a sure path to the Cirith Nimrais where it originates. The level character of the land surrounding this pass has resulted in marshes and bogs where the headwaters of the Nimthond converge, creating a significant (though by no means perilous) obstacle to crossing the pass.

NINERYN

(S. "*Wetwoods*")

The Nineryn, known colloquially as the Fenwood and Bogwood respectively, are two adjoining woodlands that gather about the upper course of the River Morthond, as the latter leaves the Mornan for the wider fields of western Lamedon. These woods are so called because of the marshy character of the river's banks as it passes through them, making foot travel difficult. For this reason, the Nineryn are generally avoided by travelers. The woods are claimed by the Prince of Mornan as a private hunting preserve, and poaching is punishable by heavy fines.

NIN FIRN

(S. "*Waters of the Dead*")

The Nin Firn refers to the first of the three streams that make up the secondary headwaters of the River Morthond. The stream is so named because it is reckoned to be the southerly limit of the area in the Mornan commonly haunted by the Dead (although the actual boundaries of the Undead Oathbreakers' movements extend as far south as Nineryn and the Tarlang ridge). Like its accompanying streams, the Nin Firn flows year-round, being fed by the abundant snows of the surrounding mountain peaks.

NOZ PEKA

Varadja translation of ODE PEZAR.

ODE AUHEL

(Har. "River of the High Sheltering")

The Ode Auchel is the first significant tributary of the River Harnen as the latter flows out of the Cirith Nurn. Originating in the Caradhram Nurn and the plateau of Khand, the waters of the Ode Auchel run more than two hundred miles westward through the country known to the Haruze as Chelkar, before joining the headwaters of the Harnen in the shadowy Kres Lugal, where the Auchel doubles the size of the greater river.

ODE PEZAR

(Har. "Knife River")

Originating in the far peaks of the Ered Harmal, the Ode Pezar is the longest tributary of the Harnen, joining the greater river at the Haruze city of Korb Taskral (Amrûn) after a winding westward journey of nearly seven hundred miles through the lands of Lurmsakûn and Pezarsan. Although too shallow to be navigable and too broad to permit an easy crossing, the Ode Pezar is nevertheless the most reliable source of fresh water beyond Amrûn. For this reason it is marked by groves of date palms, irrigated fields, and a number of cities and towns. It is paralleled by the great caravan route of the Rath Harmal virtually into the foothills of the Ered Harmal.

OROD EDHELION

(S. "Mount Edhelion")

Named after the first Prince of Belfalas, Orod Edhelion is the tallest mountain of the Ered Torthonion, and is the highest point in southern Gondor, reaching a height of 6,900 feet. Orod Edhelion forms the northern wall of the Cirith Dudhrandir, only a few miles northeast of Naur Amrûn. A narrow trail switches back up the south slope of Orod Edhelion to the mountain's saddle, which serves as the foundation of the highest beacon tower in all of Belfalas. This tower is visible from both the Naur Amrûn beacon and from its northerly counterpart, more than twenty miles away, across the Cûm Taran beyond.

OROD FAEREN

(S. "Mountain of Ghosts")

Orod Faeren is the name given by the Dûnedain to the sacred mountain of the Daen Coentis, after it became haunted by the Dead at the beginning of the Third Age. Prior to this event, the mountain was known simply as the Morthond, after which the river whose dark headwaters sprung from its roots came to be named. Save only for Ceberas, Orod Faeren is the tallest peak of the Ered Nimrais, reaching a height of almost 13,700 feet.

OSSARNEN

Quoth Findëgil: "Nigh the town of Ossarnen are those seven standing stones known as the Setmaenen. We have read in the treatise of Lambir the Wise that Setmaenen is an ancient name in the Daenaël tongue, in which one may discern the words set(e)m 'seven' and aen, 'stone'. The name of the town Ossarnen is itself a translation of this pagan name into

Sindarin, though the ending -sarnen 'stones' is a regrettable corruption, being modeled after Daenaël -aenen of the same meaning. The Sindarin name of the town should properly be Ossern."

Lamedon's second largest settlement is Ossarnen, a small mining town. Its name alludes to the most prominent features of the Setmaenen Stones, a pre-Númenórean ceremonial complex of megalithic structures outside the town. Its affairs and the mines are managed by a squire, appointed by the king and responsible to the lord. The squire employs the miners and loggers. He gets a share of the profits, the lord takes a share for the province, and the king gets the rest (a modest contribution at best). Parallel to the development of hereditary lordship, the squireship of Ossarnen became hereditary at the end of the seventeenth century of the Third Age. There is no garrison in the town, but the Miners' Guild organizes patrols responsible for the street peace and fire defense.

The Guild Elders are Ossarnen's equivalent of Calembel's town council, reflecting the fact that Ossarnen is a highly specialized community where almost every single one of its 1,500 inhabitants is somehow involved in the mining business. The town was founded at the end of the ninth century, when a deposit of iron ore was rediscovered in one of the mountains at the sources of the Ciril. Ossarnen experienced about a century and a half of hectic activity, after which both the ore and the forests of the nearby mountain sides were all but depleted. The town then dwindled, and its remaining inhabitants made a living out of the low-grade ore that was left in the area.

The town lies on a low, level mountain shoulder, half a mile from the main entrance to the mine, outside of which a scorched area marks the iron production site. A small tributary to the young Ciril conveniently supplies power to the bellows and forging hammers. Most of the time, the mountain side is wrapped in a thin veil of brownish smoke from the smelting ovens. The Ciril, merely an over-sized mountain brook at this point, runs in its rocky bed below the town. The ore is smelted into iron bars, which are taken downriver to Calembel on rafts. There, both the iron and the raft logs are sold, the latter as firewood.

After its boom-town youth, Ossarnen became a settled, conservative town whose inhabitants had generations of miners among their ancestors. Few of the approximately 200 wooden houses have more than one story, but among those that do should be noticed the Guildhall (the gathering-place of the miners and their families—almost everyone) and the Squire's Quarters.

OST-EN-ERNIL

(S. "Castle of the Prince")

Ost-en-Ernil is one of the two citadels that rest upon the heights of DOL AMROTH.



OST-EN-GIRILTHIR

(S. "Castle Cirilwatch")

Castle Cirilwatch was built under King Ciryandil, just before the end of the first millennium of the Third Age, but the site has harbored fortifications ever since Lamedon was first subjected to Gondorian military rule (T. A. 752). It consists of a walled keep with a spacious courtyard, in which governmental buildings and the barracks of the Lamedon Regiment are found. Until the return of King Elessar, the castle saw only minor architectural alterations. It never fell to siege (which is hardly surprising, since no enemy ever got close enough to besiege it). The lords of Lamedon live here, and fulfill their duties with the help of taxes levied upon the province.

LOUD ILAZ

(Har. "Ilaz Crossing")

This small Haruze city was, for most of its history, eclipsed in importance by Amrûn, a hundred miles south at the confluence of the Harnen and Ode Pazar. Nevertheless, Loud Ilaz has always been a prosperous place. The valleys of the Ode Tesar and the Harnen provide it with good cropland and vineyards, while the surrounding hills of the Ausk Dubat provide grazing-grass, stone, pottery clay, and some copper and tin deposits. The Rak Chelkar and the Irit Nurn feed trade into Loud Ilaz from the northeast, while the Men Dirnen and the Men Dubat bring Gondorian merchants in from the northwest.

The unwarlike people of Loud Ilaz have long become accustomed to being overshadowed by Amrûn and overrun by foreign conquerors. Their fezzirin have long practiced the arts of accommodation, keeping their lands and power from ruling dynasty to dynasty. From the eleventh to the twentieth centuries of the Third Age, the Gondorians maintained a small watch tower, the Barad Ilaz, on the west bank of the Harnen opposite Loud Ilaz. For the most part, however, they allowed the local tarbs to govern the city. Ironically, Loud Ilaz saw its greatest prosperity when Gondor's southern border was ravaged by war. Trade would then flow to them before going to Amrûn and the cities along the Ode Pazar. They accepted this bounty as an ironic gift of fate and the gods.

PARTH FEREN

Quoth Findægil: *"The latter element in this name 'Sword of Beeches' is ferén 'of beeches, beechen', which as we have noted elsewhere has fallen out of use in Minas Tirith. For further explication of this word and its relationship to other Sindarin forms, we would respectfully refer His Majesty to our comments on the name Lond Ferén."*

Parth Ferén is a wide, grassy plain in western Anfalas which, during the Second Age, was once a vast beech forest. This was the principal source of timber for the Númenórean seafarers who brought their ships into the Lond Ferén at the mouth of the Lefnuí. By the time of the Downfall, nearly all of this beech forest had been destroyed. With the sudden cessation of Númenórean exploitation in S.A. 3319, the trees of Parth Ferén began

to replenish their numbers, but the beech woods of western Anfalas were never to regain their ancient dominion over the land, and the greater part of Parth Ferén remained open grassland throughout the Third Age. This was due primarily to the emergence of the Mesta in the Pinnath Gelin, as the sheltered vale of Parth Ferén came to be used as an annual wintering site for the shepherds and their flocks.

PATHS OF THE DEAD

The "Paths of the Dead" became the common designation in southern Gondor for Lugh Gobha, the ancient mountain stronghold of the Daen Coentis, following the resettlement of the Mornan during the early centuries of the Third Age, after the greater part of the Daen Coentis had passed into the shadows. Delved with the aid of Sauron, the Lugh Gobha tunneled through the heart of the White Mountains, from the dark sources of the River Morthond on the south side to the grassy field of Slaem Puchael on the north. Over time, the subterranean way grew into a sanctuary for the veneration of Gobha, a burial place for the Daen, and a fortress for the Morachd that ruled them. (For a detailed description of the Paths, see Section 7.2.)

Cursed by Isildur, the spirits of the Oathbreakers haunt the Paths after they die, compelled to await the summons that will enable them to fulfill their oath. Because of the presence of the Dead, few living mortals dare seek the Paths, though their original purpose had been to serve as a road linking the lands north and south of the mountains. Only the fading remnant of living Oathbreakers is able to enter the Paths without fear; yet even they are loath to tread those ways except for the purpose of bearing fallen comrades to their final resting place. All mortal races are subject to the terror of the Dead; only the deathless Elves are unaffected, though many traveling southwards in search of Edhellond prefer to take the mountain passes into southern Gondor, rather than endure the eternally starless night of the Paths.

After Aragorn summoned the Oathbreakers and released them from their curse in T.A. 3019, the Paths were cleansed of their horror and were no longer haunted (though few who had lived in the shadow of the fear inspired by the Dead would be willing to enter or even approach the Paths for many years to come). As king, Elessar decreed that the Paths should be left undisturbed and the treasures of the ancient Oathbreakers untouched; but he nevertheless permitted the tunnels to be used if speed of movement was needed, especially by his messengers and envoys. Moreover, Elessar entrusted the Prince of Belfalas and the King of the Rohan to guard the entrances to the Paths from either side of the mountains, so that none could use that road except by the will of the King of Gondor.

The Paths of the Dead are dark, and natural light has little effectiveness in dispelling the shadows which seem to cling to the walls as though they were a physical





presence. Magical light, such as that created by an enchanted weapon or an incantation, is of a significantly greater use. When bearing the deceased into the Paths, the living Oathbreakers are able to illuminate the long-depleted torches which line the walls in scones by a closely-guarded ritual. The result is a ghostly luminescence that casts a grey light upon everything. The Oathbreakers do not teach this ritual to outsiders, though it is possible to learn.

PELARGIR

(S. "Garth of Royal Ships")

From its humble origins as a naval base of Tar-Minastir to Aragorn's epic confrontation with the Corsairs upon its quays during the War of the Ring, the history of southern Gondor begins and ends with Pelargir. Not only is Pelargir the greatest haven of the South-kingdom; it also enjoys the distinction of having been the first among all the dwellings of the Dúnedain to have received the authority under Númenórean law to conduct its affairs according to the precepts and ideals of the Faithful. Finally, apart from the temporal power of its leaders, the walls of Pelargir enshrine one of the three most hallowed places of southern Gondor: the fabled Well of Ulmo, Lord of the Deep. (For a detailed description of Pelargir, see Section 6.I.)

History

Pelargir was founded in S.A. 1700 as a Númenórean naval outpost during the war with Sauron in Eriador. Its original fortification consisted of a wall encompassing the natural garth at the confluence of the Sirith and Anduin rivers, in the midst of which rose the rock of Tol Aerhir. After the war of S. A. 1700-1701, Tar-Minastir entrusted the haven to the Guild of Venturers; however, after Tar-Ciryatan dissolved the guild in S.A. 1883, Pelargir was governed by Imrazôr, the former Captain of the Venturers. When Imrazôr died in S.A. 2231, the issue of the haven's political status was raised, though more than a hundred years were to pass before Pelargir finally received a colonial constitution by the decree of Tar-Ancalimon in S.A. 2350 (the haven's official foundation date).

From S.A. 2350 onward, Pelargir enjoyed preeminence among the federated colonies of Belfalas Bay, and the annual gathering of the Pelargirean League always took place there. Pelargir's own autonomy was threatened during the repressive reigns of Ar-Gimilzôr and Ar-Pharazôn, which resulted in a loss of control over its own garrison. Yet neither of these tyrants abolished the haven's constitution, which continued to function after the Downfall of Númenor, being confirmed by Elendil and his sons in S.A. 3320, but was finally nullified in T.A. 754 by King Siriondil, whose son Tarannon had dissolved the Pelargirean League in his pacification of Anfalas. Nevertheless, it was not until the conclusion of the Kin-strife that the actual civic affairs of the haven were directly subordinated to royal authority, and even this was rescinded by King Aldamir in T.A. 1490.

Eight years after the restoration of Pelargir's council, Aldamir instituted the naval levy of the Odo Lynd, to which Pelargir was a major contributor. Many centuries later, when the Odo Lynd was abandoned following the end of the kings in T.A. 2050, Mardil the Steward made Pelargir the haven for the main fleet, leaving the matter of the realm's coastal defense to the Council of Pelargir, whose membership now consisted of an hereditary body of nobles. Although the power and glory of the ancient haven had long since departed, Pelargir and its council were one of the few legacies of southern Gondor to have survived the entirety of the Third Age. At the dawn of the Fourth Age, Pelargir became the central focus for King Elessar's attempts to rebuild a royal fleet of imperial proportions, and its people were soon to experience the benefits of renewed royal patronage and the opening of trade with Umbar, Haradwaith, and Arnor.

The Inhabitants

Pelargir normally has a population of nearly 50,000 (the transient nature of much of it makes an exact census impossible). It is, apart from the many foreigners, of the same Dúndan-Danan Lin mixture as one finds in the Lebennin plains. However, the artisans and merchants of the city have acquired a standing and influence one rarely sees in the countryside. Their businesslike approach to life has come to influence the attitude of the whole populace.

The overwhelming majority of Pelargir's citizens depend on the sea for their livelihood. This includes several thousand private fishermen and their families. In addition, there are all the activities and businesses without which shipping would grind to a standstill: chandlers, outfitters, brokers, agents, marine insurance offices, shipyards, and so on. Pelargir is also the main base of Gondor's navy, another fact that sets the tone of city life. Sailors and marines on leave sometimes act with less restraint than honest citizens would like, but their presence helps bolster the local economy, besides giving protection against Corsair attack.

Certain customs have developed in Pelargir that may confuse strangers. Fish or some other kind of seafood is eaten with every meal (and not to do so is considered faintly barbaric). Eating meat more than once a day, on the other hand, is thought of as an excessive luxury even by the rich. A large number of nautical terms have entered everyday speech, and give the Pelargirean dialect a distinct flavor.

After the Kin-strife, merchant shipping in Pelargir was in a sorry state. Many ships had been sunk or damaged in various ways. Crews were scattered, in many cases pressed into Castamir's navy. Recovery was fairly rapid, however. Commerce was the city's very lifeblood, and every measure was taken to restore favorable business conditions. The coastal traffic to Belfalas soon reached a volume comparable to pre-war days, while capacity for and expertise in ocean sailing never recovered completely.



In addition, merchant ships now tended to carry larger complements of armed men to discourage at least the casual pirate. This, and the losses caused by the Corsairs, cut into the merchants' margin of profit, limiting formerly large, spectacular trade ventures and fostering a cautious approach. Even so, from the sixteenth century to the twentieth, the number of ships that passed through Pelargir's haven in a year was impressive. The years T.A. 1810 to T.A. 1940, when Umbar was under royal control, were especially good for the city. During the third millennium of the Third Age, trade declined sharply and was limited to southern Gondor. The demise of Arthedain and the resurgence of the Corsairs eliminated most long-distance commercial ventures.

Politics and Power

The Council of Pelargir traces its traditions back to the first councils held by Imrazôr the Númenórean, who gathered men with various practical skills around him to receive advice on the well-being of the Faithful. Pelargir is also the seat of the Lord of Lebennin and the legate of the Pelargir district, giving the city an unusual amount of officials. Despite serious reform attempts by the provincial lord, the partially tripartite political structure creates a lot of hassle and waste.

After Pelargir's fall in T.A. 1448, the existing council was dissolved by Eldacar, since its remaining members were compromised by long and enthusiastic support for Castamir. The city and its rural district were instead put under military rule, headed by the Othir Aran (S. "King's Commander"), a high-ranking army officer possessing almost dictatorial powers. (Meanwhile, Crown-prince Aldamir was appointed Lord of Lebennin and settled in the city.) The city government was purged and staffed by known loyalists, many of whom came from northern Gondor, and were not particularly popular among Pelargir's citizens.

In T.A. 1455, military rule ended by royal decree, and a civilian steward assumed the leadership. However, he had almost the same power as his predecessor. The first steward, Cirion, was a sensible and diplomatic man, who worked hard to mend the wounds of war and of occupation. Gradually, he gained the support of the city's populace.

The council was revived in a slightly modified form by King Aldamir in T.A. 1490, regaining most of its old responsibilities. (Simultaneously, the Pelargir rural district had its separate jurisdiction re-established, headed by a legate appointed by and reporting to the Lord of Lebennin.) The council had thirty-two members, meeting twice a week to debate city matters, such as taxation or upkeep of streets and public buildings.

Council members formally held their posts for three-year periods, but tended to re-elect one another, until a member expressed a wish to resign. New members were chosen by the council from among the prominent citizens—administrators, guildmasters, and city officials. However, the king retained the right to veto anyone selected by the council.

The council was presided over by the Squire of Pelargir, an official appointed by the king; this task was reckoned as his primary duty. In name only its chairman, the squire is the highest civilian authority in Pelargir and is in practice ultimately responsible for the council's decisions. The councilors' real power is thus limited, but merely the title brings enough prestige to make up for it in other areas.

Warcraft

After the Kin-strife, Eldacar garrisoned Pelargir with infantry from Anorien and Northmen mercenaries, soldiers he knew to be trustworthy. Castamir's army companies were summarily disbanded. As time passed and the wounds of the Kin-strife healed, Pelargir's citizens were allowed to enlist and the garrison changed composition. Since the city was under constant Corsair threat, it had a sizable garrison, which in peacetime never numbered less than 3,000 men-at-arms. In case of war, the force was considerably strengthened by companies drawn from Lebennin and Lamedon.

A post closely related to the navy is that of the Warden of the River. He oversees the naval forces that guard the Anduin against pirates and smugglers, and is responsible for the collection of tolls from incoming ships. The warden has an office in Barad Aerhir, but is most often found in Minas Anduin. (For information about the landward defenses at the disposal of Pelargir, see the Warcraft section for the LEBENNIN entry.)

PEZARSAN

(Har. "Realm of Pezar")

The settled country of Near Harad east of Amrûn, centered on the river called the Ode Pezar and the paved expanse of the Rak Harmal. The lands that are collected under this name change rulers repeatedly over the course of the Second and Third Ages of Middle-earth, but life continues from dynasty to dynasty, revolving around riverside farming, sheep and goat-herding, and trade along the caravan routes to the east and south. A number of towns and cities can be found here, as well as roving clans of nomads and companies of merchants of many nations. Gondorians and Umbareans mingle here more or less freely. Local Haruze governments usually will not allow them to resolve their traditional grievances with violence.

PIN HINGREN

(S. "Salt Ridge")

Towering above the Carnen river valley, the summit of Pin Hingren, at just over 5,600 feet, is the highest point in Harondor, excepting the Ephel Dúath. It is part of a large surface salt deposit in the Emyn Imladrim which the lower Carnen cuts through on its way to joining the Harnen. Pin Hingren is located in at the northernmost edge of the deposit, overlooking the east bank of the Carnen. The summit rises over 4,000 feet above the river; however, only the top 1,400 feet contains the salt layer.

PINNATH GELIN

(S. "Green Ridges")

The large region of Pinnath Gelin is located between Ram Galen and Ered Nimrais. It is watered from the west by the Lefnui and by many small tributaries of that river. The eastern parts are watered by numerous small streams, falling out into the lower Morthond. From the middle of Ram Galen to the spur of the Ered Nimrais, east of the sources of the Lefnui, runs a watery divide. It is hardly noticeable in the rolling country, and there is little difference between the western and eastern sides of Pinnath Gelin.

The entire region consists of a rolling highland with many small hills, ridges, and valleys. In the central area behind the Ram Galen there are no hills above 2,000 feet, but no valleys where the floor is lower than 1,000 feet.

Both in the east and in the west, the highland gradually falls off to the river-valleys of Morthond and Lefnui, which are good agricultural areas, as are many of the small glens in the highland, watered by streams and gullies. The land on the hills and the ridges away from the valleys is drier, with a more austere vegetation of only grass and small bushes forming large heaths. The southern part near Ram Galen is heavily forested, as are the slopes of the Ered Nimrais on the northern side of the Lefnui.

The western Ered Nimrais are rich in ores, and there are many mines in the northern side of the Lefnui valley. There are also a number of small mines on the northern side of Ram Galen. The forests on the Ram Galen and in the Lefnui valley are an important source of timber in southern Gondor. The tall firs growing in Ered Nimrais are important to Gondor's navy; nowhere else in the realm can one so readily find trees which are as suitable for tall masts.

While covered with large heaths of grass and bushes, the Pinnath Gelin hold a fair amount of water from the substantial run-off of the Ram Galen and Ered Nimrais. Temperatures in the Pinnath Gelin are similar to the rest of Anfalas, though slightly warmer in summer and colder in winter.

In Pinnath Gelin there are few large estates. Most noblemen own only some small pieces of land, which are either cultivated by their liegemen or leased out. Usually the noblemen concentrate on sheep rearing and manors with large tracts under cultivation are rare. In most cases, the magnates (at least those of Daen blood) live in the villages like all others, only differing in having larger and better-kept houses. In the river valleys there are a few estates, but most of the land is still owned by noblemen and cultivated in small tracts by tenants or liegemen.

The status of commoners here is similar to that of commoners on the coastal plain, though the proportion of freeholders grows larger as one comes to those villages of higher elevation. Typical peasants live as liegemen, tenants, or freeholders, while the wealthier inhabitants often



*A shepherdess
guards her sheep*

also rear sheep. The difference in life and economic situation between a wealthy peasant and a minor nobleman is often scarcely perceptible. Such a peasant may be renting out land in the same way as his noble counterpart.

Sheep-rearing is the most important industry in Pinnath Gelin. The austere land on the hills outside the river valleys is typical sheep country. The economic impact on the territory of the sheep industry is large, and matters pertaining to it are always important. In quantity, Anfalas is the largest producer of wool in the realm, and a large part of the production is transported to the Vale of Anduin (especially to the weaving industry around Minas Ithil). The coarse wool is, however, not of the best quality, and easily surpassed by the fine wool from Lamedon or Eryn Arnem.

The main sheep-herders in the Mesta have organized themselves to promote their business. The main reason for forming an association was the annual driving of the sheep flocks of the larger owners. During summer, the sheep graze on the moors in the central parts of Pinnath Gelin. In autumn, they move east or west towards the river valleys to winter. In the spring, after the shearing, they move back up onto the moors.

The flocks may consist of several thousand animals, with sheep owned by different persons intermingled with each other. These traveling herds cause much friction with the landowners along the way, who may find their lands



suddenly occupied by the moving sheep. Disputes arising from such difficulties are typically resolved through the mediation of the Governor of Anfalas.

The Mesta has received many privileges from the king. One of the more important is the right to use certain lands when the sheep are being driven to winter pastures. It also retains much influence in the leading groups within the territory—due to the economic importance of the wool trade, but also due to sheer size, of membership. The Mesta monopolizes all trade with wool from Pinnath Gelin.

Not all shepherds of the region belong to the Mesta. A few wealthy individuals own livestock sufficiently numerous to rival the Mesta's herds, and pasture them on their own lands year-round. More typical non-members are small-time owners with just a few sheep, and no ability to influence larger events. The wool from these small-time rearers is usually bought by the Mesta's traders, who transport it to the markets in the river valleys.

PINNORNOST

(S. "Tree-ridge Fortress")

Pinnornost is a border fortress of Anfalas that guards the path of the Len Lefnui at the mouth of the Nan-i-Feryth. The fortress is named after its location on the spine of a pine-clad ridge of the White Mountains. The garrison of Pinnornost is under the authority of the Lieutenant-governor of Anfalas at Annúlon and is supplied from the nearby town of Annon Wain. The main task of this garrison is to hold the pass struck by the Len Lefnui between the northern Pinnath Gelin and the outlying ridge of the White Mountains that forms the boundary of the Nan-i-Feryth. To facilitate this, Pinnornost is supplied with a beacon tower, which can send signals to a sister tower at the height of the pass, some thirty miles eastward.

Pinnornost was constructed in T.A. 823, following the pacification of Anfalas and the emergence of a frontier zone with the Daen clans of Hairaverkien. It ceased to serve a military function after T.A. 2157, when the Lord of Anfalas judged it too costly to maintain a garrison there. Locked up and unused for the remainder of the Third Age, Pinnornost gradually fell into disrepair. It was not reinhabited during the reign of Aragorn Elessar.

POROS

(S. "Boundary [River]")

As its name suggests, the River Poros forms the border between Harondor and Harithilien. This tributary of the Anduin has its sources in the southwestern Ephel Dúath and follows a westerly course, some two hundred miles in length, before joining the greater river just south of Pelargir. No bridge crosses the Poros, and the river possesses only a single ford, Athrad Poros, at the point where the Hyarmentie passes south into Harondor. The

Poros is navigable for nearly half its course, but its mouth is choked with marshes, which sometimes hinder waterborne travel. The Poros acquired its name at the founding of Gondor in S.A. 3320, when Isildur established the boundaries of his domain east of Anduin.

PÚKELHYRNE

(Ro. "Púkel Peak")

Púkelhyrne is the Rohirric (post-T.A. 2510) name for high mountain ridge of the Ered Nimrais opposite Imlad Arheledh in Hairaverkien, just west of the Rúhónir pass. The formation actually consists of two parallel ridges rising to a height of 13,000 feet, which seal off an almost inaccessible valley. Local legend held that Púkelhyrne was (or had once been) a refuge for the Drughu, though none have ever ventured there to find out.

RAK CHELKAR

(Har. "Chelkar Street")

This ancient highway follows the course of the upper Harnen from Amrûn, through the Kres Lugal and past the ruins of Lugalûr, then eastward up the Ode Auchel through the country called the Chelkar to the borders of Khand. The towns of the Chelkar, separated from the rest of Near Harad by the hill country of the Ausk Dubat and the broken land of the Bursk Merag, were little touched by the outside world until the coming of Ard Once Vain in S.A. 2280. It was she who brought Númenórean weaponry and appetite for conquest into the lands along the Ode Auchel. To consolidate her power, she ordered the building of the Rak Chelkar, linking her eastern conquests with her new royal seat at Lugalûr. Sometime in the twenty-fourth century of the Second Age, Ard negotiated a peace treaty with the Númenórean governor of Amrûn, one that allowed the extension of the Rak Chelkar through the crossing of Oud Ilaz all the way to Amrûn.

The Rak Chelkar outlasted the Realm of Ard, eventually becoming (with the River Harnen) the easternmost bound of Harondor. Succeeding conquerors, both Haruze and Gondorian, kept its stone pavement and culverts in repair despite weathering by rain, sun, rockfall and flood. Ten to twenty feet wide throughout its length, it has cisterns and wells every three leagues, in the fashion of Númenórean roads. From Oud Ilaz to Deshgar, the westernmost town of the Chelkar, the roadside of the Rak Chelkar is occasionally decorated by statues of kneeling Dúnadan soldiers, wearing only simple tunics and holding short swords across their chests after the manner of Númenórean palace guards. They were erected as a whim of Ard, and are said to hold the spirits of soldiers who died fighting her. The statues show signs of centuries of weathering, but not of vandalism. Most travelers consider them cursed, and the rumors of magic may be protecting them as much as the alleged magic itself.

RAK HARMAL

(*Har. "Harmal Street"*)

Name for the great trade route leading eastward from Amrûn along the Ode Pezar through the Pezarsan to Lurmsakûn, on the edge of the Khand escarpment. From here the main caravan road continues southeast along the foothills of the Ered Harmal to the Chy lands of southern Endor. Other trails lead eastward into the Chey lands beyond the mountains, while roads dating back to the Second Age pass over the escarpment into Khand. The Númenóreans first built up this road in the late-Second Age, when Ûvatha the Ringwraith was King of the Variags and ruler over Lurmsakûn. At this time they named the stone-paved road they built the Rath Khand. For their purposes, the old name has outlasted the empire that inspired it. The Haruze paved the section of this road that passes through Pezarsan in the early Third Age and renamed it the Rak Harmal.

RAM GALEN

(*S. "Green Wall"*)

Ram Galen is a long, low ridge, running from the Morthond to the Lefnui, which separates coastal Anfalas from the inland of Pinnath Gelin. It starts in the east as a small swelling in the ground, but soon reaches a height of about 1,000 feet; most of it is between 1,400 and 1,800 feet high. The highest point is in the middle of Anfalas, where it rises to about 2,000 feet. In the west, it drops off rather sharply to the banks of the Lefnui. The south side falls off as a steep slope and, when seen from the coastal lowlands, it creates an impression of a long, green wall, hence its name. On the north side, it yields to the undulating landscape of Pinnath Gelin without any noticeable border. For most of its length, Ram Galen is heavily wooded.

Ram Galen's sudden rise causes the air and the clouds to rise and unload what moisture there is, despite the comparatively low height of the ridge. This puts Pinnath Gelin, behind it, in a rain-shadow, with comparatively little precipitation. It is not until the clouds reach the Ered Nimrais that they rise again, bringing more rain.

RÁMANEN

(*Q. "Wingwater"*)

The Rámanen is a tributary stream of the River Lefnui in Anfalas. The derivation of the name is forgotten; but its Quenya form (an anomaly among the Sindarin stream names of the Nan Lefnui) suggests an early Númenórean origin. Unnavigable, the Rámanen can be forded within a few miles of its confluence with the Lefnui. The course of the stream leads to the Cirith Iaur, which passes into Drúwaith Iaur beyond.

RAMLOND

(*S. "Walled Haven"*)

Ramlond is the largest town on the southern bank of the Ethir Harnen and is the main port of call for any ships visiting the area. Over 15,000 people reside there permanently and up to another 3,000 are transients. A 50-foot tall wall surrounds the city and artificial harbor, and it is well defended with a pair of strong gatehouses and twenty towers. Next to the entrance of the main harbor stands a 200-foot tall lighthouse, and the military harbor is guarded by a strong fort.

Since its founding in the mid-Second Age, Ramlond has been under the influence of Umbar. Númenóreans from Umbar built the large walled harbor and fortified the town associated with it shortly after Adûnaphel's rebellion was suppressed, and by royal decree, a governor was appointed to rule the region around the Ethir. Little of note happened at Ramlond until Ar-Pharazôn sailed to Umbar to confront Sauron. A squadron of Númenórean ships docked at Ramlond and unloaded troops to reinforce the Harnendor garrisons. During the Great Armament, Ramlond's garrison was withdrawn and, with the sinking of the island, many of its soldiers left for Umbar. After Sauron's defeat, most returned.

The town was the center of Umbarean influence in the area during the first millennium of the Third Age. When the Ship-kings of Gondor started seizing lands to the south of the Poros, many of the threatened Haruze kingdoms called for aid and received it through Ramlond. Despite Umbar's assistance, the Haruze kingdoms fell and Ramlond was itself threatened by Gondor. Eärnil I bypassed the town and seized the whole of Umbar instead. Ramlond became one of the key Umbarean-controlled possessions, but its quays were filled with warships, not trade ships. It was fiercely defended and only fell to Hyarmendacil's forces in T.A. 1039 after a dual naval and land victory.

Following the war, Ramlond resumed its trading activities. It became one of the more important ports of southern Gondor. With Castamir's defeat and the subsequent retreat of his family and followers to Umbar, many only made it as far as Ramlond. There they stayed and fell into poverty. Castamaitë, denied his birthright, moved to Gobel Mírlond and organized many of the impoverished populace living around the Ethir Harnen to become raiders and to attack Gondorian ships and territory. He was very successful and considerable wealth flowed into the city.

Angered by the increasing levels of piracy and coastal raiding, King Aldamir went to war and retook Harondor. In response, Castamaitë withdrew to Ramlond, making it his primary base while Mírlond was in Gondorian hands. Following in Castamaitë's footsteps, his grandson Sangahyandion also used Ramlond as a base; his successful invasion of Harnendor was launched from the docks of Ramlond. Though Harondor was later lost, the kings never threatened the city again until after Umbar was seized in T.A. 1810.





After the capture of Umbar, Ramlond became the capital of the exiled Umbareans, and its population doubled from the influx of refugees. Though the kings tried to capture the city, all attempts were thwarted by its defenders. It remained unconquered, and most of the Corsair navy that successfully withdrew from the Bay of Umbar in T.A. 1810 was based at Ramlond. Smugglers always operated from Ramlond's quays, but during the period of Corsair exile, smuggling reached new heights, generating great revenues and supplying goods critical in sustaining the exiles' existence until they recaptured Umbar.

In T.A. 1940, the exiles launched their counterattack on Umbar from Ramlond. They were successful and Ramlond, though still important, lost half of its population. Unaffected during the Second Wainrider War, the people of Ramlond did offer shelter to Gondorians fleeing the Haruze, Variag, and Wainrider armies, though hefty ransoms were requested and paid for their "compassion." For the remainder of the Third Age, Ramlond was a base for raiders and the illicit smuggling trade with southern Gondor. The Umbareans also expanded the Ethir fleet based at Ramlond, adding galleys crewed by prisoners and slaves.

Part of the invasion fleet Umbar sent to Pelargir during the War of the Ring came from Ramlond. Of those that sailed, few returned and all were filled with the horror of the Army of the Dead. King Elessar's first attack on Umbarean territory fell at Ramlond, using the same ships that had been captured at Pelargir. Fighting was fierce, but eventually the city fell. King Elessar made Ramlond his forward naval base and from it was launched the attacks that eventually defeated Umbar.

RAS MORTHIL

(S. "Cape of the Dark Point")

Ras Morthil refers to the rocky cape of Andrast, encompassing both Úlond and Rast Hanadh. The cape is marked by an unbroken line of tall sea-cliffs, stretching across more than forty miles of coastland, which permit no landing or haven for ships. Here the Bay of Belfalas joins Belegaer, and many of the waters near the cliffs are perilous to navigate due to strong winds and shoals. With the exception of the Vale of Anduin, Ras Morthil (geographically considered) is the sole open avenue between northern and southern Gondor. The tip of Ras Morthil, opposite Amon Aerrych, possesses a beacon tower for warding ships away from the treacherous waters below. This tower is under the care of the attendants at Bar Morthil.

RAST HANADH

(S. "Broken Point")

Rast Hanadh forms the northern end of Ras Morthil in Andrast. It is a rocky point of land, broken by a chain of small islets jutting west-southwest into Belegaer, which also form the northern boundary of Úlond. Like nearby Amon Aerrych, the four islets of Rast Hanadh are barren and windswept. Unlike the former, however, they are not

defined by cliffs, and possess several safe landing points. The broken wall of Rast Hanadh shelters the waters of Úlond somewhat from the raging winds of Belegaer, but this serves only to heighten the illusion that Úlond is safe sailing water. The mainland tip of Rast Hanadh possesses a small beacon tower, which is tended by the residents of Bar Morthil.

RAST HWARIN

See entry for RAST RHAEN.

RAST RHAEN

Quoth Findegil: *"We hired a jerry to hear us across the estuary of Lond Feren, and upon reaching the western shore we inquired of the ferryman, a toothless sniggering gaffer, what might be the swiftest way to Rast Hwarin, the Crooked Cape. He replied, after much additional sniggering, that he knew of no place bearing that name, but if we wished to go to Rast Rhaen instead we were already standing on it. We regret to inform His Majesty that the name Rast Hwarin on His Majesty's map is another spurious mixed form contrived by the Cartographers' Guild, conjoining Sindarin rast 'cape' and Quenya hwarin 'crooked'. The local peasantry refer to it by the purely Sindarin form Rast Rhaen, which is of the same meaning."*

Rast Rhaen is the rocky point that divides the peninsula of Andrast from the outflow of the River Lefnui in Anfalas. Both Rast Rhaen proper and the chain of islets that extend out from it into the Bay of Belfalas are uniformly defined by tall cliffs with no safe landings. To the west, the line of the cape and its broken islets form the Nén Hwarin of Andrast. From a navigational standpoint, Rast Rhaen is an obstacle to be circumvented, because of the shoals that are scattered amid the waters between the cape and islets. A Gondorian fortress is perched upon the tip of the cape itself, serving as the southernmost defense of Lond Feren. The fortress' garrison was originally under the authority of the Lieutenant-governor of Anfalas (at Annúlon), but became the seat of an independent potentate after T.A. 2050.

RATH KHAND

(S. "Kband Street")

The Rath Khand is the Númenórean name for the ancient caravan trade route that follows the original migration path of Men into Harondor and the Harnen river valley. After the settlement of Umbar, a new trade route developed between Korb Taskral (Amrún) and Umbar, diverting most of the eastern trade from the lower Harnen valley to Umbar. It was named the Rath Khand after the ascension to power of Úvatha the Ringwraith in the twenty-second century. Beginning in S.A. 2285, the Númenóreans paved the segment of the Rath Khand between Amrún and Umbar.

East of Amrún, the Rath Khand is known to locals and Gondorians as the Rak Harmal. The Númenóreans dug numerous wells and constructed cisterns along this route, but the Haruze themselves paved it as far as Lurmsakûn, where the roads diverge to the north, east, and south.

RATHON ARAT

Quoth Findegil: *"The word Arat is not of a form suitable to Sindarin. Lambir's work informs us that Arat was once a common family name among the Daen-folk of Lamedon, though he knew not its meaning in their tongue and the original association of the name with this road is now lost. Yet we were told by His Lordship the Prince of Dol Amroth that after His Majesty's Esteemed Father—may His memory live forever!—led the Army of the Dead to Pelargir along this very road, the name was newly interpreted as 'Road of the Champion', and the townsfolk now hold that Arat derives from Quenya arāto 'champion'."*

The Rathon Arat is a paved road running from Linhir through Din-Lamedon and into the Nan Erech. It is distinguished from the Rathon Gondor in that it was built not by the kings, but rather conjointly by the Princes of Belfalas and Morthond in T.A. 837. The road was maintained throughout the Third Age, and was used by Aragorn and the army of the Dead to reach Pelargir in time to destroy the Corsairs of Umbar.

RATHON GONDOR

(S. "Great Gondor Road")

The Rathon Gondor is the principal highway through much of southern Gondor, running all the way from Anorien in the east to the Nan Erech and Annúlon in the north and far west. The Rathon Gondor is the longest paved road south of the White Mountains (excepting the Hyarmentië, of which only a small part passes through southern Gondor). Beginning at Minas Anor, the road runs southwest through the heart of Lebennin to Pelargir, and thence westward to Linhir, where it intersects the Rathon Arat.

From Linhir, the Rathon Gondor moves along the eastern coast of Belfalas, where it becomes the Men Ernil, crossing the Ered Torthonion by the Cirith Dudhrandir, and finding its terminus at Dol Amroth. After this point, it continues northward again as the Rathon Gondor until it reaches Glanhir at the confluence of the Morthond and Ringló rivers. Crossing both of these rivers at Glanhir, the road divides into two branches, one following the coast of Anfalas to the mouth of the Lefnui, the other striking north and west, following the western bank of the Morthond all the way to Morthondost in Nan Erech.

In actuality, much of the distance covered by the Rathon Gondor had already possessed a dirt grade road for many years. This collection of earlier roads had been constructed at various dates by the federated colonies of the Faithful, during the initial settlement of the coasts in the Second Age. These were unified and transformed into the Rathon Gondor during the reign of Siriondil, an immense labor which took thirty-seven years to complete. Given its importance as a unifying force to the realm, the Rathon Gondor is the only road in southern Gondor whose entire length is appointed with royal courier stations.

RENDÛL

Quoth Findegil: *"We cannot interpret this name on the basis of Sindarin elements. The local inhabitants told us that it is a name in the 'old tongue,' by which they meant Daenael, and they gave its meaning as 'Bitter Wind.' Lambir the Wise does not mention the name, but we are inclined to believe the townsfolk, for our lodgings at the inn were downwind from the local tanneries."*

The walled town of Rendûl stands on the western bank of the River Morthond, some eighty miles upriver from Glanhir and forty miles southwest of Mornan. As headquarters of the principal garrison for the lower Morthond, Rendûl falls under the jurisdiction of the Lord of Lamedon; though, since T.A. 1187, its civilian inhabitants have acquired township status. Rendûl functions as a regional market for the rich farmlands of the vale, but is also a center for textile production, drawing its wool from the neighboring Pinnath Gelin. Because Rendûl is situated at the navigable extreme of the river, the majority of trade between Mornan and Belfalas passes through it.

Rendûl was originally founded in T.A. 754 as a fortified garrison. Its primary purpose was to safeguard the landward extension of royal power over regions previously controlled or influenced by the Pelargirean League. Although the site had been occupied by Danan Lin settlers at least two hundred years earlier, the military governor of Lamedon considered its fortification necessary only as a consequence of the increased movement of precious metals downriver from Mornan, coupled with the growing problems of Orodbedhron dissidence in the White Mountains.

Because it lay at the center of a rich agricultural region, and because it was situated between the politically stable domains of Belfalas and Mornan, Rendûl never lost its importance and was never abandoned during the Third Age. The jurisdiction of Rendûl was transferred from Lamedon to Mornan in T.A. 2050, when the realm was reorganized on a wholly feudal basis. At this time, Rendûl's inhabitants lost their township status, becoming subjects of the Lord of Mornan. In F.A. 34, King Elessar, seeing that Duinhir, the last Lord of Mornan, died childless, gave Rendûl (along with the rest of the Mornan) into the care of Prince Imrahil of Belfalas.

RINGLÓ

(S. "Coldflow")

The Ringló is the greater of the two principal watercourses of the Lamedon vale, which joins the Morthond at Glanhir, before finally reaching the sea. The Ringló possesses no bridges; only a ford at the town of Ethring, where the river is crossed by the Rathon Arat. The river is navigable by small ships as far as Spathlin, at its confluence with the Ciril, and by flat-bottomed (i.e., shallow draft) boats for another forty miles upstream.





*Drughu
watch-stones
guard a ford*

ROND BERÚTHIEL

(S. "Berúthiel's Hall")

Rond Berúthiel is the palatial manor which King Tarannon Falastur built for his wife and queen in the midst of Ethir Anduin in T.A. 830. Berúthiel did not remain there long (due to her loathing for the sea, as later legend would have it), and Tarannon himself never made use of it. Built on stone arches over the sluggish waters of the Ethir, Rond Berúthiel remained locked and unoccupied until Castamir commandeered it for use by the newly-appointed Captain of the Ethir, whose task was to oversee the safe passage of ships and to keep the Ethir free of brigands. The house continued to be used for this purpose throughout the Third Age (though it was destroyed and rebuilt many times during the Corsair period).

ROND RHANDIR

(S. "Wanderer's Hall")

Rond Rhandir is a village on the northern side of Ram Galen. As in most other villages, the main occupation is farming. Altogether there are about fifty families, forming a population of about 300. About ten of these families are liegemen of either of the two nobles that own land around the village. Some twenty other families rent farmland—most of them from the nobles, but two from wealthier farmers living in the village, and four from a merchant of Annúlon who owns land here. The rest are free-holders of larger or smaller plots. A few freeholders also farm rented land beside their own plot. All houses are small, single-story buildings, usually of only one or two rooms. The exception is the slightly larger house of one of the local nobles which has two stones.

In winter, most locals are engaged in lumbering in the nearby woods of Ram Galen, either on the orders of their lord (a liegeman or wealthier renter) or as hired hands. Trees are cut down and dragged to a nearby creek and, in springtime, the logs are floated down to small sawmills in the Morthond valley.

RONDALPH

(S. "Swan-hall")

Rondalph, not far from Iantras, is typical of most small fishing-villages along the Langstrand. The beach is about half a mile away; between them, there is a low ridge, covered with bushes and small trees, serving as protection from weather and wind. The surrounding land is poor, and much of it is owned by a nobleman living further inland. Most of the inhabitants, some thirty families, are either his liegemen or rent their plots from him. There are also five free-holding farmers. The village collectively owns three small fishing boats and nets. The fishing is a communal exercise: some men in the boats lay the net a few hundred yards from the shore, after which it is dragged ashore, with everyone taking part, and the catch is divided among the participants.

RÚHÓNIR

(S. "Heart[land] of the Wild Men")

The Rúhónir is a tributary stream of the upper Lefnui in Hairaverkien. Unnavigable and easily forded, the stream is sacred to the Daen Lintis of the region, for they hold it to be the source of the Lefnui, said in Daen legend to have been magically called forth from the earth by the ancient Drughu in Imlad Arheledh (which is, indeed, one of the Rúhónir's sources). This legend led the Dúnedain of Anfalas to conjecture that the region must once have been inhabited by large numbers of "Dúnedain" (hence its name). The other source of the Rúhónir lies in the White Mountains, where a pass joins the upper Lefnui vale to the Enedhwaith beyond.

RUKAJ NURN

Haruze translation of CIRITH NURN.

SAERTHONDOST

Quoth Findegil: "The true Sindarin name of this fortress, now little more than a crumbling ruin in the fens, is Saerthondost, 'Fortress of the Bitter Root', named for a medicinal herb that grows there in abundance. Our esteemed colleagues of the Cartographers' Guild have seen fit to 'correct' this to Sárathondost on His Majesty's map, substituting Quenya sára 'bitter' for the proper Sindarin form saer. We might remind the gentlemen of the Guild of the wise words of Master Parvael of Pelargir: 'Quenya and Sindarin are like mead and milk; each has a pleasant savor unto itself, but they become unpalatable when mixed together.'"





Saerthondost is one of the two fortresses of the Dúnedain that guard the Pinnath Gelin and the Len Lefnui from the wilds of Hairaverkien. The fortress is located on the north bank of the Lefnui at the point where that river turns sharply northwest after its southward descent out of the Nan-i-Feryth. Saerthondost is named for the fairly extensive fens that accompany the bend of the river, which are rich in herbs used by the shepherds of the Mesta. The fortress possesses a beacon tower that links it to its sister fort of Pinnornost to the northeast. Like the latter fortress, Saerthondost was founded in T.A. 823 and abandoned in T.A. 2157, in concert with the fluctuating needs of southern Gondor's landward frontier with Hairaverkien.

SÁRATHONDOST

See entry for SAERTHONDOST.

SARN ERECH

(S. "Erech Stone")

Name for the village settlement surrounding MORTHONDOST.

SERELOND

Quoth Findegil: *"We may be forgiven for our initial assumption that this name, a conjoining of Quenya and Sindarin elements, was another fabrication of the Cartographers' Guild; but further investigation has shown that the name as it appears on His Majesty's map is genuine. The village was originally given the Quenya name Sérelondë 'Haven of Rest', no doubt because Tar-Aldarion once spent the night there. The Quenya name has been somewhat modified through the years to more closely resemble the phonology of Sindarin. The true Sindarin form, however, would be Lond Sidh."*

This town is typical of most towns in Pinnath Gelin. It is situated next to a small river flowing from the Ered Nimrais into Pinnath Gelin. The population amounts to some 1,300, and is engaged in small-time industry and some local trade. Nearly everyone also has a plot outside the town, where they grow what is needed for the daily upkeep. Artisans and merchants also have a cow or two grazing on the town common, and perhaps a few pigs and some sheep. Generally, the difference between the townspeople and wealthier farmers in the surrounding villages is not that large. The town hall has three stories, a local noble has built a townhouse with two stories, and two wealthier merchants have two-story houses; otherwise, there are only small houses of stone.

There is a market day once a week, when peasants from the surrounding villages come to sell farm surplus and buy salt and manufactured goods they cannot make themselves. There is also a small fair once a year, when traders from other parts of Pinnath Gelin and sometimes even from Lond Galen arrive to hawk their goods.

SERNI

(S. "Stony [River]")

The Serni is one of the five principal watercourses of Lebennin, joining the River Glinduin only a few miles before it empties into the Bay of Belfalas. Despite its relative size, the Serni is unnavigable due to the protrusion of numerous rocks out of its bed near to its confluence with the Glinduin. Elsewhere, the river is shallow and fordable; unlike the other major streams of southern Gondor, however, the Serni does not have its headwaters in the White Mountains, being formed amid the lower foothills of the latter.

SETMAENEN

(Dn. "Seven Stones")

Setmaenen is the ancient cluster of grave-mounds and standing stones in Lamedon which gives the nearby town of Ossarnen its name. Situated in a mountain valley about a mile and a half east of that town, the Seven Stones complex is one of the most imposing remnants of Daen Coentis culture in southern Gondor. This admirable feat of public architecture was founded upon the wealth gained from the first working of the Ossarnen ore deposit around the twenty-fifth century of the Second Age. Setmaenen functioned as a ceremonial complex until Isildur's curse drove the Oathbreakers into the White Mountains at the close of the age.

At the center of Setmaenen rises an artificial, stone-cut dome encircled by seven monoliths, each more than twice the height of a man. An open passageway on its eastern face leads inward to the center of the mound, where simple stone altars may be found. Local legends are at variance as to the exact purpose of this dome. Some claim that it served a calendrical function, while others say that it was raised as a sanctuary for the veneration of the Vala Estë, whom the Danan Lin call Fois. With the exception of a few archaic runes carved into the walls of the passageway inside the dome, however, no solid evidence has yet been brought forth to confirm either theory.

Ever since their occupation of Lamedon from the early centuries of the Third Age, the Danan Lin have shunned the Seven Stones for fear of the Dead. Although no sheep graze there, the site remains free from encroachments of the forest that covers the neighboring mountain slopes. The grave-mounds scattered around Setmaenen are the resting places for the prominent chieftains and headmen of the ancient tribe that once inhabited the region, much of whose prestige and wealth was originally founded upon the nearby mines. The mounds are simple burial sites and do not contain any barrow chambers.

SÎR LAERGALADRÍN

Pre-S.A. 3320 name for the River POROS, named after the region of LAERGALADRÍN.



SÍRBAD

(S. "River-way")

The Sírbad is one of the two Paid-i-Rendir (S. "Pilgrim Ways") that run through Elvenland (Dor-in-Edhil) to reach the haven of Edhellond at the mouth of the Morthond-Ringló estuary. The Sírbad begins where the Rathon Gondor crosses the Caleneithel, following the east bank of the stream into the sacred grove of Eryn Laegol, until it reaches the Iant-in-Eilph at Edhellond, where the Caleneithel joins the path of the Morthond-Ringló. Three daurbar (S. "way-stations") maintained by the Silvan Elves of the forest mark the traditional resting points along the Sírbad.

SIRITH

(S. "Flowing [River]")

The Sirith is one of the five principal streams of Lebennin, joining the Anduin at the site of Pelargir. The river is fed by the Celos as it flows out of the White Mountains, and is deep enough to be navigated by small boats as far as its confluence with that stream, making it the central waterway for Lebennin. Because of its depth, there are no fords across the Sirith; nor have any bridges been built over it, since it intersects no major road. Instead, most of the rural settlements along its banks provide ferry services for travelers.

SLAEM PUCHAEL

(Dn. "Demon Crag")

Slaem Puchael was the name given by the Daen Coentis to the ancient mountain refuge of the Drughu, which the former seized with bloody slaughter in S.A. 603, transforming it into the northern entrance to Lugh Gobha. Slaem Puchael is a grassy mountain shelf overlooking the northern face of the White Mountains. Together with the cavernous tunnels of Lugh Gobha, Slaem Puchael once formed the most important passage through the Ered Nimrais. Because of its association with the Paths of the Dead, the folk of northern Gondor avoid the site. The terror of the Dead pervades the cavernous entrance into the Paths at the rear of Slaem Puchael, and few mortals possess the strength of will necessary to pass it.

SPATHLIN

Quoth Findegil: *"We were told by an old woman selling barley-cakes in the Spathlin market that the name means 'Reed-mere'. Although lin 'mere' is of course Sindarin, the word spath 'reed' is not, and appears to be used only in this village and its immediate environs; we in Minas Tirith properly use lisc or esg to refer to such plants. We suspect that spath is another example of the rampant contamination of the King's Sindarin by the Dunael tongue in this area. Since the consonant combination SP does not occur in Sindarin at the beginning of words, persons of better breeding in Belfalas often refer to this village as Pathlin, 'still-mere', in which the first element has been altered to Sindarin path 'smooth'."*

Spathlin is a haven on the east bank of the Ringló, where that river finds its confluence with the swift waters of the Ciril, fifty miles upstream from Glanhir. The settlement of the Dúnedain that takes its name from the reed-choked cove belongs to the Prince of Belfalas, and serves as a harbor for the transportation of grain downriver to Dol Amroth, for whose inhabitants the rich fields of the Ringló vale are an essential grain-producing region. Because of its importance to the subsistence of Lond Ernil, Spathlin has always been part of the prince's personal domain, and its modest fortress has been under the authority either of a household knight or one of the prince's own family.

The small village that has grown up around Spathlin consists mainly of artisans who provide essential services for the peasants of the surrounding region. A few independent grain merchants ply their trade here, but these tend to be mere agents for larger mercantile enterprises based in Glanhir. Although the grain of the lower Ringló vale belongs to the prince and is primarily destined for himself and his subjects, most scions of Edhelion's line have been beneficent enough to allow the surplus product of Spathlin to be sold or granted to the neighboring folk of Anfalas when they are in need. In order to facilitate this, Spathlin possesses several granary storage facilities.

STARKHORN

Rohirric (post-T.A. 2510) translation of CEBERAS.

TAILAIN

(Sak. "Wicker Cache")

Tailain is a village of the Ethir-folk, situated in the northwestern part of the Mouths of Anduin. The village is the principal center for the crafting of wicker baskets, woven from the reeds of the Ethir, which its folk trade in Pelargir and other nearby markets in exchange for needed goods. Tailain is also the hearth of the Cher Taeol, the tribe most closely associated with the Cult of Benish Armon. It is here that the priestess of the cult dwells while not engaged in religious ceremonies.

The village is built on six small islands formed from alternating layers of mud and reed mats. Each islet is surrounded by a fence of sharpened stakes and is connected to the others by bridges made out of tied flat bottom boats. The walls and elevated walkways deter swamp dragons.

Fishing boats moor in nooks, where their pilots tie them to exposed tree roots or stakes driven into the swampy bed. Livestock pens stand safely inside the compounds, right beside the common house. Each cross-shaped common house provides the villagers a place to gather, share meals, and socialize. Like the other huts, it is constructed of reeds. A back room accommodates the hamlet's rare visitors.

Although built of light material, the structures ideally fit the needs of the Ethir-folk. The arched reed construction of their homes enables them to construct or tear



down a communal house in a matter of hours, while their movable wall panels let them alter their shelters according to the wind, temperature, and rainfall. Even the seemingly crude reed mat foundations serve a purpose, for as they settle, new layers can be added.

TALATH LOTHEN

(S. *"Flowery Plain"*)

The largest part of Lebennin is the central plain. It is fertile and partially covered with grass. Its name derives from the many wild flowers that grow there. Downs and hills make the landscape varied and shelter the flora from the sea winds.

Most of the Talath Lothen has been cultivated since the Second Age, being southern Gondor's most important grain-producing region. Wheat is the main crop. Big groves of grey-green olive trees are found at most villages, providing a secondary crop. Some of the best vineyards are found in Lebennin; those along the lower Sirith valley are particularly famous ("as good as Sirith red," as the saying goes), competing with the best Emyrn Arnen brands.

The farmers also grow many kinds of vegetables and berries, and in sheltered places the traveler may spot peaches and apricots. In the south are evergreen orange trees, as well as myrtles and pomegranates. There, the farmers have also planted long lines of poplars at strategic positions, to break the strong winds from the Bay of Belfalas.

This area is largely cultivated, but there is still much grassland, grazed by cattle and horses. Two beautiful flowers are found there, the alfirin (a small field flower with snow-white, star-shaped petals) and the mallos (a golden perennial, only found in Lebennin and Belfalas). There are some scattered woodlands: in the south, evergreen cypresses and stone pines, mixed with chestnuts and oaks; but farther north, mostly beeches and oaks.

The Talath Lothen is a home to all manner of birds—from the smallest singing varieties to the large storks. Most predators that would pose a threat to men have been exterminated, and the cultivated areas support only smaller wildlife, such as martens, badgers, rabbits, hares, and small rodents. Some species of deer roam the woods.

TARLANG

(S. *"Stiff Neck"*)

Tarlang is the name of the mountainous ridge that divides the province of Lamedon. The spurs of this ridge also define the border of the Mornan to the northwest. The Tarlang ridge stretches a full sixty miles from north to south, but is separated from the White Mountains by a narrow pass. Tarlang itself is defined by three main peaks, which are joined by remarkably straight-edged ridges (hence its name). There are no safe points at which Tarlang may be crossed, a fact which made the ridge a strategic asset to the Daen Coentis of the Mornan during the Second Age. During the course of the later Third Age, as knowledge of Sindarin faded, the folk of Lamedon and

Mornan began to refer to the ridge as Tarlang's Neck, as though it had originally been a person's name. Tradition and habit retained this later usage well into the Fourth Age.

TARLANG'S NECK

Later, colloquial designation for the TARLANG ridge, in use in Lamedon and Mornan after T.A. 1975.

THARAGRONDOST

(S. *"Fortress Across the Bight"*)

Tharagrondost is a Gondorian citadel located at the mouth of the River Engui in Andrast. Except for Bar Morthil, it is the only Dúnedan site on the Andrast. Because of the region's forbidding character, the Númenóreans never made any permanent havens west of the Lefnui. The later Dúnedain of Gondor likewise avoided the region, until need drove them to do otherwise. It was the formation of a rival sea-power in Umbar by the rebels of the Kin-strife that precipitated the building of Tharagrondost in T.A. 1652. The fortress weathered the turmoil of the later Third Age, and was still inhabited at the time of the War of the Ring.

Tharagrondost became one of the first havens of southern Gondor's new royal fleet, which underwent construction following the loss of the realm's former naval might to Umbar. The inhospitable nature of the land, however, limited the size of the garrison which the fortress could maintain. In order to augment its capacity, Telumehtar (the future King of Gondor and first captain of the fortress) decreed that Tharagrondost should receive a regular grain supply, to be transported by ship from Lond Galen in Anfalas. This food supply was supplemented by foodstuffs produced by the local Dunir inhabitants of the region, in exchange for protection from Corsair raids.

The fortification system of Tharagrondost was expanded in T.A. 1720 to include two secondary fortresses (one at Rast Rhaen and the other at the outflow of the Nevedui) and a chain of coastal beacons. This system remained intact until T.A. 2050, when the Steward Mardil enfeoffed Tharagrondost's commanding officer as the first Lord of Andrast. The withdrawal of royal control over the region led to a military reorganization, whereby the captains of the secondary fortresses came to be lesser feudatories in their own right. This feudalization of Andrast also led to the formation of a few manorial estates (now a necessity, since the garrisons could no longer rely on an external food supply).

Because its sole adversaries had always been seaborne, the garrisons of Tharagrondost and its feudatories were entirely oriented towards coastal defense. As a consequence of this fact, the Lord of Andrast rarely provided troops for any of the wars of the South-kingdom, and his brave exploits in the defense of Gondor's coastal flank remained for the most part unsung. Like much of southern Gondor following the War of the Ring, Tharagrondost



retained its feudal autonomy. With no remaining maritime threat in the wake of Umbar's subjection to Elessar, there was no need to reassert royal control over the region. The Lord of Andrast was obligated to provide a haven for the ships of the new royal fleet, but was otherwise left to his own devices.

THARVEN

(S. "Crossroads")

This small walled town is located at the junction of the Hyarmentïë and Men Harnen, about a mile from the escarpments overlooking the Harnen and Carnen river valleys. The Númenóreans originally built this town as part of the construction effort on the two roads and the Iant Harnen. It is situated atop the ruins of a small city destroyed by the inhabitants of Korb Ugarta shortly before Adûnaphel's rebellion in S.A. 2280. Gobel Ancalimon's domination of the region around the Iant Harnen has kept Tharven small and relatively unimportant, even though it lies at a strategic point along the trade routes between Harad, Khand, Umbar, and Gondor. Only when Gondor and Umbar have been at war has the town had a chance to flourish, but at such times its economic importance was eclipsed by its strategic importance. The proximity of the Iant Harnen and Iant Carnen required a sizable garrison to be based in Tharven to restrict usage of the two bridges. After the kings abandoned Harondor, the Umbareans reclaimed the town, placing a small garrison there for the same reasons the Gondorians had, though its task was now to check the movements of their Haruze neighbors rather than those of Gondor.

THOREDARB

(Dn. "Thundermount")

At 6,500 feet, Thoredarb is the third highest peak in the Ered Torthonion. This grey mountain rises above the pass at the point where the Cirith Dudhrandir crosses the divide, so the castle's battlements command a fine northward view of the pass. Because of the lightning that often strikes its slopes, the Orodbedhrim have always regarded the mountain as an abode of gods.

TINNEN

(S. "Starwater")

The Tinnen is one of the many streams that feed the mighty Anduin as it passes beside Ithilien on its way to the sea. Unlike its sister streams, however, the Tinnen has both the Eryn Arn and the Ephel Dúath for its sources. It is also the only stream in Ithilien that possesses a significant market town, Bar-en-Dinnen, at its confluence with the Anduin. The Tinnen is fordable quite near to the Anduin and is not navigable.

TINNENOST

Name for the village of BAR-EN-DINNEN after T.A. 2002.

TIR ETHRAID

Quoth Findegil: "We hold that *tir* 'tower' in this name, 'Tower of the Fords', must be a shortened form of *tirith* 'watch, guard', with the latter used in its rarer sense 'watch-tower', as in *Tirith Aear* 'the Sea-ward Tower'. His Majesty's Esteemed Forefather Isildur is said to have built *Tir Ethraid* of old; if Isildur himself also devised the name, we find the use of *tir* to be wholly acceptable."

Tir Ethraid stands on a high hill in Harithilien, overlooking Athrad Poros to the south as well as the crossing of that river's lesser tributary to the north, hence the tower's name. Tir Ethraid was constructed by Isildur as part of the original fortification of Ithilien in S.A. 3320. The tower was destroyed by Adûnaphel's hosts, as the latter made their way towards Pelargir during the War of the Last Alliance.

Tir Ethraid was rebuilt in T.A. 23, as part of southern Gondor's renewed defense against Umbarean power south of the Poros, and continued to be occupied until the abandonment of Ithilien to the Enemy in T.A. 2901, though its garrison was separate from that of Athrad Poros itself, being under the authority of one of the Harithilien nobility. Tir Ethraid was never razed during the Third Age, but was reoccupied after the War of the Ring by a garrison at the command of Prince Faramir.

TIRAS AMRÛN

(S. "Amrûn Watch")

To the west of the Haruze city of Amrûn and across the Harnen river valley lies the fortified town of Tiras Amrûn. It was founded by King Ciryandil in T.A. 988 to counter Umbarean influence over Amrûn, and to pressure its Taskral to cease trading with them. Though not entirely successful, the fort's presence did open the trade routes of Near Harad and Khand to southern Gondor.

Tiras Amrûn's principal function as a military outpost was eclipsed by its importance to Gondorian trade with Near Harad and Khand after the final defeat of Umbar by Hyarmendacil. A small village had quickly grown up around the fort, and, in the atmosphere of peace, it grew into a town of almost a thousand. As it lay on Harondor's eastern frontier, the kings walled the town and maintained a strong garrison there. In T.A. 1540, King Aldamir began his reconquest of Harondor from the rebels in Umbar. However, it was not until T.A. 1545 that Aldamir's successor Vinyarion managed to retake Tiras Amrûn.

With the threat from the Corsairs, a strong watch was kept at this exposed outpost. When Sangahyandion seized Harnendor, he did not bother to extend his efforts to Tiras Amrûn. Cut off from the main roads to southern Gondor, it was thought that the town would wither and fall without a fight. It was only with extraordinary efforts that the kings kept it supplied until Harondor was reclaimed in T.A. 1721. In the Second Wainrider War, Tiras Amrûn was the first town attacked and the first destroyed. The men of Amrûn repaired the Gondorian fort, but the town itself was left in ruins.

TIRITH AEAR

(S. *"Sea-ward Tower"*)

Tirith Aear is the ancient, Elven citadel founded upon the cliffs of DOL AMROTH. (For a detailed description of Tirith Aear, see Section 7.3.)

TIRITH ARGON

(S. *"Watch of the Stone King"*)

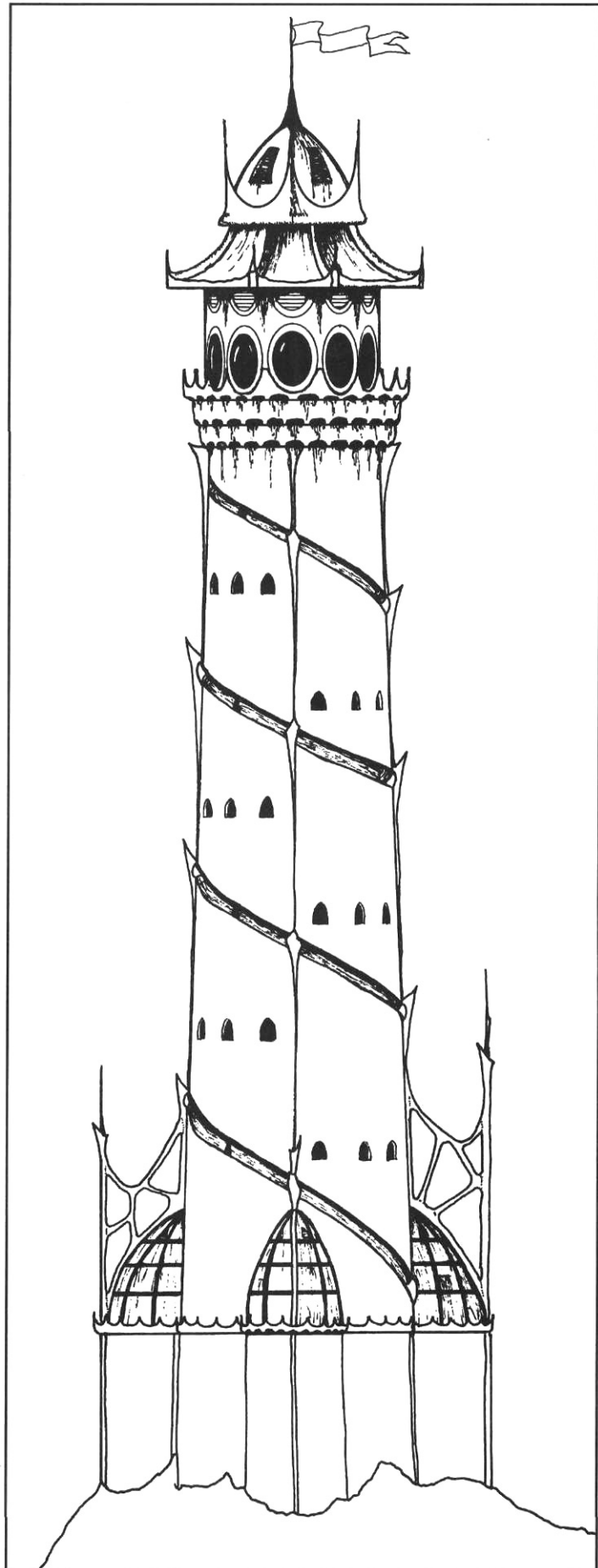
This ancient Númenórean town, home to over 1,500 people, is the most southerly Númenórean settlement on the trade route between Umbar, Khand, and parts of Haradwaith. The town is heavily fortified atop a low plateau with restricted access through three ravines and is located astride both the Rath Khand and Men Harad.

Tirith Argon was founded by Umbar's governor soon after Adûnaphel's rebellion as a check on the power of the new governor of Amrûn. A small fort was built atop the ruins of a Haruze watchpost near the fifty-two stone statues of Korb Taskral's dead kings. As Númenórean trade grew with Khand, much of it flowed through Tirith Argon on its way to Umbar. The fort was expanded and a settlement grew outside its walls. The settlement grew into a town exclusively comprised of Númenórean traders, military personnel, and their servants.

With the fall of Númenor, the troops in Tirith Argon were instrumental in ejecting the Cult of Melkor from Amrûn. Unable to maintain troops so far afield, Umbar's Council of Captains recalled most of the town's garrison. However most of the populace of Tirith Argon had a military background and were able to augment the garrison when it was required. Upon his ascension to the throne, Taskral Akil acknowledged the assistance of the people of Tirith Argon in throwing off the evil yoke of the Cult of Melkor. During his rule, Tirith Argon came under the Taskral's personal protection and was given considerable independence. Strong bonds of friendship were forged between Taskral Akil and the Númenórean enclave. These bonds were preserved by his successors well into the Fourth Age.

Throughout the early Third Age, Tirith Argon was a vital link in Umbar's trading empire. Though under the protection of the Taskrals of Amrûn, the people of Tirith Argon retained close cultural and familial ties with their Númenórean kin in Umbar. When Eärnil I seized Umbar, some Númenóreans found sanctuary among relatives in Tirith Argon. Many of the refugees used the town as a base for attacks against Gondorian forces in Umbar. Relations between the town and the Taskral of Amrûn were severely strained, particularly after Gondor built Tiras Amrûn, because the Taskral wished to avoid conflict with Gondor.

Despite the threat Gondor posed, vital military resources were supplied by both Amrûn and Tirith Argon. In T.A. 1050, the last of Umbar's military forces retreated to Tirith Argon. King Hyarmendacil I, after gaining the tacit acquiescence of the Taskral of Amrûn, marched on the town and defeated the last opposition. To commemorate his final victory, Hyarmendacil erected a seventy-five-





foot high pillar, inscribed with a description of Gondor's victories in the war, at the intersection of Tirith Argon's two main streets.

In the years after T.A. 1050, Tirith Argon reverted to a lifestyle like that which existed much as it had been in the years before Eärnil's attack on Umbar. Relations with the Taskrals were mended and trade once again dominated its culture. Though close ties continued to be kept with families in Umbar, the Kin-strife had little effect on the inhabitants. Caravan trade with Harad and Khand was considered much more important. It was not until T.A. 1540, when King Aldamir retook Harondor, that Tirith Argon once again became militarily important.

The Gondorian presence at Tiras Amrûn threatened Umbarean interests, and the military garrison was a potential threat to Tirith Argon itself. However the military threat was never actualized. Instead, spying and deception prevailed, and Tirith Argon became a center for Corsair intrigue. For the rest of the Third Age, the military importance of Tirith Argon remained significant. Though the Gondorian presence waned and then ceased, the rise of the Cult of the Dark Lady in Amrûn and the increasingly warlike tendencies of the Haruze forced the people of Tirith Argon to rely on their friendship with the Taskrals of Amrûn more and more.

The return of the Cult of Melkor to Umbar and Sauron's increasing influence in Harad left little mark on the inhabitants of Tirith Argon. Tradition-bound and extremely conservative, the people remembered Sauron's deception and role in the destruction of Númenor. Though publicly they acknowledged his messengers, privately they refused to listen to his message. However, in an increasingly brutal and hostile world, they were forced to act accordingly.

The dynasty founded by Taskral Akil never forgot the aid provided by the people of Tirith Argon against the Cult of Melkor, nor did the people of Tirith Argon forget the friendship of the Taskrals. As both the Cult of Melkor and that of the Dark Lady expanded in power, each used the other as a shield against an increasing list of potential enemies. When Taskral Abit III fled assassins in Amrûn, the folk of Tiras Amrûn secretly gave him and his family shelter from the Cult of the Dark Lady. Sauron took little note of this town, and the few minor acts of rebellion failed to distract his minions from preparing for war against Gondor.

With the dawn of the Fourth Age, little changed in Tirith Argon. The Taskral of Amrûn, restored to his throne, publicly reconfirmed the bonds of friendship, independence, and royal protection first bestowed by Taskral Akil in the Second Age upon the Númenórean enclave. Trade resumed and the inhabitants continued as they had for most of the previous four thousand years.

TIRITH COBAS

(S. *"Tower of [Lond] Cobas"*)

Although it lies some twenty miles away from its parent haven, Tirith Cobas is in fact an outpost of Edhellond, and marks the westernmost boundary of Dor-in-Edhil. This Elven tower is also a lesser sister to Tirith Aear upon Dol Amroth across the waters of Lond Cobas. Rising atop a tall hill, Tirith Cobas functions as a lighthouse for passing ships. It is also possible for the two beacon towers to communicate through a system of light signals.

Amroth raised the Tirith Cobas soon after the founding of Edhellond, and it was his frequenting of the tower during the early centuries of his dwelling beside the sea that convinced him that a stronger fortification was needed, if the folk of Edhellond hoped to withstand a possible attack from Sauron's landward hosts. So it was that in S.A. 1600, Amroth and many of the Sindar abandoned Tirith Cobas for the unassailable heights of neighboring Dol Amroth.

Tirith Cobas remained occupied by the Elves of Edhellond throughout the course of their sojourn in Middle-earth. Often, it was used by Círdor or one of the haven's other leaders as a retreat, or as a place of gathering when the leaders desired to take counsel together in private. Tirith Cobas was chosen for this role because it represented a kind of neutral ground among the leaders of the kindreds, since none of them actually dwelt there on a permanent basis.

TOL AERHIR

(S. *"Isle of the Sea-lord"*)

Tol Aerhir is the rocky islet around which the haven and garth of PELARGIR centers. Its greater significance derives from it being the site of the EITHEL ULMO and the foundation for BARAD AERHIR.

TOLDIL

(S. *"Isle of the Point"*)

Toldil is a small islet off a point of the eastern cliffs of Belfalas, adjacent to the outflow of the Glinduin-Serni estuary. Unlike the unapproachable neighboring coastline, Toldil is bereft of cliffs and has many safe landing places (though its southern and western approaches are full of shifting shoals). With the exception of two grassy hills, Toldil is barren of life.

TOLFALAS

(S. *"Coastal Isle"*)

Tolfalas is the largest island in the Bay of Belfalas, and forms one of the cardinal points defining the traditional boundaries of Gondor. Originally part of Elendil's feudal grant to Edhelion, the island subsequently became joined to the patrimony of the royal house by way of King Eärnil. Tolfalas has always played an important strategic role in the conflicts between Gondor and Umbar, and its fortunes have reflected the balance of sea-power in Belfalas Bay.

History

Tolfalas entered recorded history during the early Second Age, when Aldarion the Mariner set foot on its shores during his voyages of exploration. In a sheltered cove on the western coast of the island, Aldarion planted an oiolairë sapling, which was later revered by the Faithful of Pelargir. Here Imrazôr the Númenórean, last Captain of the Guild of Venturers, was buried by Vëantur his son; and thereafter the hallows of Tolfalas became the traditional place of interment for the line of Imrazôr, as well as for Edhelion and his descendants. For this reason, Elendil decreed that the isle should be retained as a part of the prince's domain, and not subject to the king or to the Pelargirean League.

In T. A. 748, Prince Lothirion of Belfalas made Tolfalas a fief of his youngest son Eärnil, in order that the latter might fortify the island in support of the Captain of the Hosts, during his expansion of royal control west and south of the Ethir. Thus, in T.A. 913, when Eärnil became king, Tolfalas became a royal ward, and would remain so for the rest of the Third Age.

During the Kin-strife, the island was ruled by Castamir's warden, residing at Gobel Tolfalas. The warden and his men left the island after the siege of Pelargir, first having plundered Imrazôr's Hallow. The Usurper's men, turning to piracy, changed the peaceful existence of the fisher-folk of Tolfalas. The villages on the island easy prey for the Corsairs, and only three short years after Castamairë launched his career of piracy in T.A. 1475, the island was almost entirely deserted. However, the fishermen of the Ethir still caught shellfish outside Tolfalas, and sometimes stopped there for freshwater.

Although it had become a home of smugglers and a resting place for the Corsairs, the Gondorians still regarded Tolfalas as their land, and strove to prevent foes from establishing a base there. This was the cause for the destruction of Gobel Tolfalas by Gondor's navy in T.A. 1479. Thereafter, the navy patrolled the Bay of Belfalas frequently, and landed on the island at irregular intervals in order to destroy any stores, buildings, or goods built or left by smugglers.

Smuggler or Corsair camps during this period typically included some kind of defensive barrier, such as a palisade or makeshift earthwork (or both), and contained temporary shelters of wood and sod construction. A given camp would not usually remain occupied for more than a few weeks at a time, though it would be used repeatedly by the same group. During such a sojourn on Tolfalas, the Corsair or smuggler band would spend a good portion of its time hunting for food (unless their most recent booty included edibles). Sometimes a hidden cache of cured meats and dried fruits would be left in a nearby cave by a group that expected to return to the island in the future.

After T.A. 1479, the Council of Gondor repeatedly discussed restoring Tolfalas as a naval base, with the hope of gaining a better control over the Belfalas and Harondor coasts, as well as the Ethir. The cost for this venture was prohibitive, and (in post-Plague Gondor) it was doubtful whether anyone had the skills to build such a base. Although briefly re-occupied during the period of Umbar's captivity (T.A. 1810-1940), Tolfalas reverted to its former desolation until F.A. 52, when King Elessar returned the isle to the Prince of Belfalas.

The Land

Created by fire and shaped by the roaring sea, Tolfalas is a violent and beautiful place, studded with black cliffs and a steep series of foreboding peaks. It possesses a few active volcanoes, as well as a geyser field, and is the only volcanic region of southern Gondor. The island measures approximately sixty by twenty miles, and its two highest peaks are close to 1,200 feet high.

Tolfalas provides few comfortable spots for settlement. Its deep, narrow canyons are flanked by hard basalt walls, and the thin soils hold little promise for the higher flora. The shores are rocky and offer only a few anchorages, and those only for smaller ships. Shoals make sailing around the isle difficult, even in the best of weather.

Flora and Fauna

While basically rocky, Tolfalas has a few spots where fertile, volcanic soils have not been washed away. On the eastern side of the isle, where the winds are milder, olive and cork trees grow together with grape vines and many kinds of shrubs. On the western side, the flora is limited to lichen and weeds. The vegetation supports many animals: wild goats, deer, and pigs wander in the valleys, while tidal pools and shallows abound with oysters, clams, lobsters, and crabs. But above all, Tolfalas is home to sea birds. The pock-marked basalt cliffs make excellent nesting grounds, and on clear days the island can be seen from afar, surrounded by a multitude of birds.

The Inhabitants

Tolfalas was settled in the second century of the Third Age by fisher-folk from the Ethir, and soon there were several thriving fishing villages. Goat- and pig-keeping, and the growing of vegetables in sheltered places served to supplement the livelihood of these people. Because the folk of Tolfalas have little to offer, the king demands no special tribute from them, commanding only that they help supply food for the island's warden and its garrison at Gobel Tolfalas. In times of crisis, the warden can also muster the fishermen as a local militia, but this duty never removes them far from the defense of their own homesteads.





Politics and Power

During the periods of Gondorian occupation, Tolfalas was ruled by a warden appointed by the king, who maintained order on the island and saw that its coasts were regularly patrolled. The warden sometimes mediated local disputes from his seat at Gobel Tolfalas, but otherwise the inhabitants of the island were left to govern themselves.

An equally important figure, however, was the Master of the Straits, based at Dol Aerrochben on the northern tip of the island. Although also a royal appointee, the Master of the Straits was in reality a naval officer not subject to the authority of the warden, except in matters pertaining to the island itself.

Warcraft

The Warden of Tolfalas also acts as the military commander of the island's defenses. He possesses a small garrison of some sixty soldiers, who guard the haven of Gobel Tolfalas or patrol the coasts for smugglers and Corsairs. In addition, Gobel Tolfalas fields a squadron of five small patrol vessels, designed for easy maneuvering along the rugged coast. In time of war, these vessels and the garrison infantry are positioned with a view to the defense of the firth of Tolfalas, and will only venture beyond its sheltered waters if the nearby village of Nen Gilros is threatened. Dol Aerrochben also possesses a small naval garrison, but its task is solely to defend the straits, not the island. Nevertheless, in times of grave need the Master of the Straits may send aid to the warden, but under no condition will he leave the straits completely unguarded.

TUM-I-CEREG

(S. "Vale of Mounds")

Tum-i-Cereg is the name given by the Dúnedain to the traditional burial ground used by the Dunir of Andrast and western Anfalas. Influenced by Adan customs through early Númenórean contact, the Dunir have always buried their dead in barrow mounds (rather than in subterranean crypts, as did the ancient Daen Coentis).

Since the Dunir of Anfalas and Andrast are simple folk, and lack a developed social hierarchy, the mounds of Tum-i-Cereg tend to be simple, unadorned, and contain few items of worth. The single exception to this is the so-called Great Mound, an elaborate, stone-encircled mound rumored to contain the bones of an eponymous ancestor or mythical chieftain. Tum-i-Cereg functions as the annual gathering place for the Dunir clans of this region who have not yet made permanent settlement alongside the Dúnedain.

TUMBRUI

(S. "Loud Valley")

Tumbrui is an isolated mountain vale on the tip of Andrast which gives birth to the Larkanen stream. The Tumbrui is named for its many streams and brooks, which cascade noisily down from the surrounding mountains to form a single watercourse. This stream, the source of the Larkanen, tumbles over the tall cliff that seals the vale off from the lands below, creating a majestic waterfall more than a hundred feet in height. The Tumbrui is rocky, and possesses little vegetation.

ÚLOND

(S. "No Haven")

As its name implies, Úlond is not a safe haven for seagoing ships. The waters of Úlond lie between the points of Ras Morthil and Rast Hanadh on the tip of Andrast. Úlond possesses no landing points because the entire coast of Andrast in this area consists of sheer cliffs. Although the islets of Rast Hanadh could provide an emergency landing for ships at some points, the waters of Úlond are otherwise inhospitable and treacherous, being caged in by rocks and shoals. Only the narrow strait between Ras Morthil and Amon Aerrych provides a sure passage through Úlond's treacherous waters.

UMB DOLEN

Earlier (Númenórean) name for CŪM ARELAIDH.

UMB ESTELWAIN

Quoth Findegil: "Although the second element in this name, 'the Vale of New Hope' is Sindarin, the first element umb 'vale' is not. We would respectfully refer His Majesty to our comments on the name Umb Dolen for a full account of this matter."

Umb Estelwain is a mountain vale in Anfalas, immediately north of the Pinnath Gelin. The vale is one of the regions set aside by royal decree for the wintering of the sheep of the Mesta. Here the shepherds of Anfalas tend their flocks during the winter months, sheltered by the surrounding hills and watered by one of the principal sources of the Lyghiril. The use of Umb Estelwain for sheep-herding dates back to the earliest Númenórean settlement of the region, a colonization which brought with it several choice sheep from Hyarrostar of Númenor.

UMBAR

(*Sak. "Sunken Vale"*)

Between T.A. 1050 and T.A. 1448, and again from T.A. 1810 to T.A. 1940, all the territories adjoining the Bay of Umbar or governed by the rulers of its chief haven formed an integral part of the realm of Gondor. This practice dated from the final victory of Hyarmendacil over the Umbareans in T.A. 1050, after which time the territory included all Gondorian-controlled lands south of the River Harnen. For political reasons, the subsequent rulers of Umbar divided its territory into four regions: a central province around the Bay of Umbar and three border territories to the north. The term "Umbar" is exclusively associated with the central province and its city. Between T.A. 1448 and T.A. 1810, Umbar was the home of the Corsairs, greatly feared and hated for their attacks on southern Gondor's coastlands.

History

Umbar was Númenor's first permanent colony in Middle-earth. The original settlement slowly expanded its control around the Bay of Umbar and the peoples that lived there. In S.A. 1882, Prince Mûrazôr (future Witch-King of Angmar and lord of the Nazgûl) rebelled against his father, taking Umbar as his own and declaring himself to be its king. Tar-Ciryatan could not ignore his recalcitrant son's actions and ordered him back to Armenelos. Mûrazôr refused and abandoned Umbar, fearing what his father might do. Ciryatan, prompted by his son's continued rebellion, consolidated Númenor's hold over its colonies and the territories around them.

Adûnaphel (who was later to become another of the Nazgûl) gained considerable influence over the Haruze around Umbar, and was worshipped as the Dark Lady. In S.A. 2280, she led her worshipers and allies against Umbar, but was defeated at the Battle of Glinfalas. Though Adûnaphel escaped, the Haruze that followed her were captured and forced to work on the many new Númenórean fortifications and engineering works around Umbar.

When Ar-Pharazôn arrived with his troops in Umbar in S.A. 3262, he went on to challenge Sauron's claim of kingship over all Men. Faced with the power of Númenor at its height, Sauron surrendered, and Ar-Pharazôn commanded that a great tower be built to commemorate the event. Only a few years later, however, the Cult of Melkor arose and the corruption of the Númenóreans by Sauron was nearly complete. Just as it was Númenor's first and largest colony, it was also the first and largest center for the cult outside of Númenor itself.

Many of the King's Men were recalled to Númenor as part of the Great Armament, and with their destruction and the loss of Númenor, the Númenórean exiles' control over Umbar was greatly weakened. Civil war raged in Umbar, and it lost control of many territories it had once governed. The Cult of Melkor was finally destroyed, and the fighting ceased. Many in Umbar remembered Sauron's role in the loss of their homeland, and a few went on to fight as part of the Last Alliance. Other Númenóreans in Umbar, adherents of the cult and adventurers seeking to establish their own kingdoms, sided with Sauron.

The early Third Age brought a gradual recovery to Umbar. Trade increased, and the renewed prosperity brought considerable wealth and power to the people of Umbar. In time, they began to reassert their claims over territory lost during the civil war. Though relations were never friendly with the men of Gondor, no major territorial conflict emerged, since the Pelargirean League had never actually extended any claim far south of the Poros. Matters changed under the expansionistic Ship-kings. The two great powers came into conflict over the Vale of Harnen and its adjoining territories. The Umbareans and their allies were consistently defeated by superior forces from Gondor, and eventually the territory and Umbar's influence over it were completely lost to the Gondorians.





In the turmoil precipitated by this loss, the Cult of Melkor arose again in T.A. 923. In a night of terror, its adherents assassinated all but two of the captains of the haven and many of the pure-blooded Númenóreans who opposed them. For ten years a second civil war raged in Umbar among the Númenóreans until, in T.A. 933, King Eärnil I of Gondor seized the haven and destroyed most of the cult leadership. Though the civil war did not end, most attacks were now directed against the Gondorians. Eärnil and his successors took particular pains to destroy the last vestiges of the cult, so that by the time the civil war ended, only the exiled leadership of the haven remained to be defeated. However, the civil war (which was brought to an end with the last surrender of Umbarean forces at Tirith Argon) and the loss of the haven greatly weakened Umbar.

As a part of southern Gondor, Umbar prospered and grew to become the preeminent trading center of the realm. The wealth it generated not only filled the coffers of the Umbareans, but those of Gondor as well (and, later, the treasure-store of Calimehtar and his descendants). Castamir used Umbar's resources to great effect during the Kin-strife, and after his death, it became the refuge of his followers.

The Land

The Bay of Umbar is the center of economic and political power in Umbar. Its terrain is varied, ranging from hills in the northwest, to desert in the east and northeast, to high plateaus in the south and southeast. Yet along the shore of the bay lies a well-cultivated and very fertile strip of land which is exploited with skill by the inhabitants of Umbar. Rainfall is plentiful along the western margin of the bay, though precipitation along its eastern edge is scarce.

To the north of the Bay of Umbar, the coastlands and the Vale of Harnen are well-settled, though not to the same degree as the shore of the Bay of Umbar. To the east is a semi-arid plain only sparsely settled, though nomadic Haruze thrive there. Hills parallel the coastline between the Bay of Umbar and Ethir Harnen. Many have been cut away by the waves, creating tall cliffs which are dangerous to climb. The many inlets and sea caves are popular with smugglers.

Urdwan

The Inhabitants

The Númenórean explorers named the indigenous inhabitants of the Umbar region the Sakalai (Ad. "Coastal Folk"). Early in the Second Age, these folk found their way to the Bay of Umbar and dwelt along its shores. Primarily fishermen and farmers, the Sakalai were dominated by the later Haruze and Númenórean newcomers. Though the Sakalai were freemen, few regarded them with anything but contempt. Only a few individuals rose above the status of their brethren, but these were a rare exception. Forming the lowest rung of Umbar's social and economic ladder, few among the Sakalai own their own boats or land, and nearly all work for others.

The Haruze first settled around the Bay of Umbar early in the Second Age. Most of the original Haruze became fully urbanized, and settled during the course of Númenórean control of the region during the Second Age; those that migrated to the coasts later on also joined the city culture. Others, however, retained their nomadic lifestyle and never integrated into the evolving society of their urban brethren. Still, ties between the two Haruze groups remained close.





Only the urbanized Haruze identified themselves with Umbar. These formed the bulk of Umbar's population and became well-integrated into the military and economic structures. The urdwan (or nomads) claimed no permanent allegiance to any power other than their own tribal leaders. Because of blood and economic ties, the urdwan remained generally friendly and supportive of Umbar, though their particular lifestyle prevented them from settling in Umbar or from providing any significant military assistance.

The descendants of the Númenóreans who settled in Umbar prior to the loss of Númenor came in two waves. Prior to S.A. 1800, nearly all were members of the Guild of Venturers. After S.A. 1800, most of the settlers were royal representatives, military personnel, and adventurers seeking to dominate the peoples around the Númenórean colonies. The descendants of this second group proudly referred to themselves as the King's Men, because they had supported Tar-Atanamir's rejection of Manwë's warning about the growing discontent with their mortality.

The loss of Númenor was a major blow to the Númenóreans of Umbar. Many of the King's Men had been recalled to Númenor as part of the Great Armament, and the number of pure-blooded Númenóreans in Umbar was thereafter significantly reduced. Additionally, many more had died in the suppression of the Cult of Melkor. To secure their power and rule, the Númenóreans opened their ranks to their mix-blooded kin. Despite this, status and rank among Umbar's Númenórean populace remained exclusively based on the relative purity of an individual's lineage. During the civil war immediately prior to Eärnil I's seizure of Umbar, the principal targets of military action were those individuals and families with pure Númenórean bloodlines. Following Hyarmendacil's final victory, the few remaining pure Númenórean bloodlines were somewhat revitalized through intermarriage with later settlers from Gondor.

Prior to Gondorian rule, Umbar had few individuals of sufficiently mixed heritage that they were not identified with the majority of the Númenórean, Haruze, or Sakalai populations. Because of Umbar's economic significance, many Dúnadan settlers came from southern Gondor's urban centers. The cosmopolitan lineages of many of these settlers were highly varied, though few possessed enough Númenórean ancestry to be regarded among the local elite. A second influx of Gondorians occurred following Castamir's death. They were either servants in the confederate households that relocated to Umbar, or they were troops that remained in rebellion. A smaller migration occurred after T.A. 1810, though most of these were military personnel who had withdrawn prior to Umbar's recapture in T.A. 1940.

After T.A. 1540, the Gondorians commonly referred to these persistent rebels (along with their lords) as Corsairs, who formed a large base of power for their captains to draw upon. In time, this appellation came to be used for all Umbareans, as few people in Gondor bothered to associate Umbar with its non-Númenórean population. Most who later became Corsairs were either already resident in Umbar at the time of the Kin-strife or fled there after Castamir's death; the rest were part of a slow but constant stream of emigrants from Gondor who identified with the traditionalist ideals that Castamir espoused and which the Corsairs continued to follow.

Politics and Power

Under the rule of both the kings of Númenor and Gondor, Umbar was ruled by a royally appointed governor. Control of the military forces of Umbar was, however, vested in a separate individual—for the Umbareans, this was the Admiral of the Haven; for the Gondorian navy, the Lord-captain.

Following the death of Castamir's son, Castaher, and the abolishment of the Regency Council for Castaher's own son, the confederate rebels reestablished the Council of Captains. A similar council had ruled Umbar following the fall of Númenor, after members of the Cult of Melkor had been driven into hiding. The Admiral of the Haven was the leader of the council and, together with two other captains of the haven, held the day-to-day command of Umbar's military. Governors appointed by the council served as officers over three border territories.

Warcraft

Prior to the Kin-strife, Umbar was the base for the southern fleet of the Gondorian navy. With the rebel retreat to Umbar, Castaher also brought with him the main Pelargir fleet and the Linhir Fleet, leaving Eldacar only a mixture of small rivercraft. Umbar could also field up to 10,000 infantry and cavalry. Many of Castamir's surviving troops retreated to Umbar and its holdings along the Vale of Harnen, swelling Umbar's military potential.

In the years following the Kin-strife, Umbar had maintained the strength of its fleet and even expanded its capability. However, the monetary expense of doing so required that two-thirds of the fleet be inactive at any time. Only in an emergency, or when Umbar was at war, were any of the reserves activated out of their normal service duty rotation. A similar situation existed for the army, with three-quarters of the army inactive at any given time. If strongly pressed, the men of Umbar could supplement their army reserves with a general levy.

WHITE MOUNTAINS

Shortened, colloquial name for the ERED NIMRAIS range, which separates northern and southern Gondor.



6.0 HAVENS

The largest and most important population centers of southern Gondor are its great maritime havens: Pelargir, Lond Ernil, and Linhir for the Dúnedain, and for the Elves Edhellond. Through their ports, these settlements form the links in the network of travel and communication that binds the realm together. All of the information presented here is keyed to the corresponding maps included in this module. All descriptions assume a T.A. 1640 setting. For further information on the history and life of these and other havens of southern Gondor, refer to the alphabetized *gazetteer* (Section 5.0).

Note: Both the Dúnedain and the Elves often use the word "haven" quite broadly to include not only a port for ships but also the town or city that surrounds it. This usage is adhered to in this module; though, where relevant, other terms are used to distinguish between harbor and settlement.

6.1 PELARGIR

Pelargir is the oldest and most populous haven of southern Gondor, sustaining nearly two hundred thousand inhabitants at the height of its prosperity (from the time of the Ship-kings up until the death of Castamir). Originally founded as a defensive harbor for the royal fleet of Númenor, Pelargir grew to be the mother colony of the Faithful in Middle-earth. Though it has seen its share of war and sieges, no enemy has ever succeeded in completely destroying the Garth of Royal Ships or the walled city that surrounds it.

At the center of Pelargir rises Tol Aerhir, the Sea-lord's Isle which, over the years, has been shaped by human hands to serve as a mooring for the mightiest sea-going vessels of the realm. About this isle lie the waters of the garth, a protective enclosure ringed by quays and shipyards that serves both the royal fleet and privately-owned craft. These harborworks are extensions of the three large, triangular islets (joined by bridges), which lie at the confluence of the Anduin and Sirith. A man-made moat separates the northeastward-facing triangle from the land, turning the entire core settlement into an artificial island. The symmetry of the core settlement is somewhat spoiled by subsequent, sprawling additions to the north, east, and west, which are in turn enclosed by two rings of defensive walls.

THE GARTH

A modification and elaboration of a natural cove, the garth is joined to the waterways surrounding the central island, Tol Aerhir. In T.A. 923, Eärnil I caused his engineers and architects to further delve the garth around the ancient foundation of the Hall of the Faithful, adding piers and sheltered ship-sheds to the base of Tol Aerhir for the purpose of housing the vessels of the elite guard squadron of the royal fleet. A tall tower, Barad Aerhir, crowns the limestone structure.

THE INNER QUARTERS

The layout of the core settlement of Pelargir is determined by the surrounding waterways and the presence of the garth. Aside from the garth, the old haven consists of six quarters, each having its own character and function:

Lord's Town: government of haven and province.

Quarter of the Faithful: home of the old noble families.

Ancient Market: center of merchant and guild activity.

Quarter of the Glade: park and residence of Pelargir's cultural and scholarly elite.

Old Haven: market, shopping, and warehouse center.

Eärnil's Town: entertainment and residential area.

THE OUTER QUARTERS

The outer quarters lie across the waters that surround the old haven. Some originated from royal or local policy, built to house soldiers, sailors, and their dependents. Most were originally outlying districts that later became absorbed by the growing haven. Many have extensive harbor facilities of their own—quays, dry docks, launch ramps—and are in fact called towns, the area on the other side of the Sirith from the inner quarters being Sirith Town, and so on.

THE WALLS

Over the centuries, a series of three walls came to encircle Pelargir. The earliest and innermost of these walls was raised by Vëantur to commemorate the official founding of the Númenórean colony in S.A. 2350. This forty foot high and twenty foot thick barrier defined the triangular boundaries of central island and its garth. Originally referred to as the "Haven Wall," it was later known also as the "Inner Wall."

Upon his ascension to the throne in T.A. 830, Tarannon Falastur commissioned a second, circular wall to enclose the settlements immediately facing the island-garth to the northeast and southwest. It is said that Tarannon's disinterest in public affairs following his wife's banishment prevented the king from completing this wall, a task which was left for his nephew and successor Eärnil I to achieve (T.A. 923). Nonetheless, Eärnil dedicated the wall to his uncle, and thereafter it became known as "Tarannon's Wall."

A third (circular) wall was begun by the Crown-prince Telumehtar upon the inception of his captaincy over the fleet and lordship of Lebennin in T.A. 1699. Indignant at the recent memory of the Great Raid of T.A. 1634, the militant prince vowed that Pelargir would never again be so shamefully ravaged by the Corsairs, and threw all of his efforts into the strengthening of the city's defenses, completing the wall in only three years' time. At first this wall was known simply as the "Outer Wall;" after Telumehtar ascended to the throne in T.A. 1810, however, it was renamed "Telumehtar's Wall." Like Tarannon's Wall, it was built on an earthen ridge overlooking a dry

moat. In addition to its defensive function, this moat also served as a means of diverting flood water. (Despite being laced with drainage tunnels, Pelargir is subject to frequent floods.)

THE LAYOUT OF PELARGIR

1. Minas Anduin. A small fortified islet serving as a toll station for the enforcement of customs and excise regulations. It is one hundred and forty feet tall, and is equipped with six ballistae on the lower levels. The Warden of the River and his household live here.

2. Spouting Whale Inn. A favorite of visiting sea captains, and an excellent place to pick up information concerning far countries, or the state of the shipping industry.

3. The Inner Wall. Pelargir's huge inner wall is forty feet tall and twenty feet thick. It has elaborate battlements. Twin towers guard the six lesser gates, and the three huge corner towers serve as barracks.

4. The Inner Gates.

5. Guard Barracks. House about a hundred experienced men-at-arms.

6. New Hall of the Faithful. Following the deluge of the ancient hall in T.A. 1450, Prince Aldamir ordered the construction of a new building, where the haven's council thereafter convened. Like its predecessor, the new building was considered sacrosanct, and no one was permitted to bear weapons inside it. Unlike the original hall, the new building did not house the surviving remnants of the library (these having been transferred to the Chamber of Records in Barad Aerhir).

7. Barad Aerhir. Beneath the tower was located the original Hall of the Faithful, prior to its destruction in T.A. 1450. For a detailed description of the layout of Barad Aerhir, see Section 7.6.

8. Lord's House. Built in the style of a rural manor, the immense Lord's House is built of granite, faced with many-hued marble. Its courtyard is famous for its miniature trees and sparkling fountains. The Lord of Lebennin and legate of the Pelargir rural district have their peacetime residences and offices here.

9. Metalworkers' Hall. The meeting place for the haven's smiths and armorers.

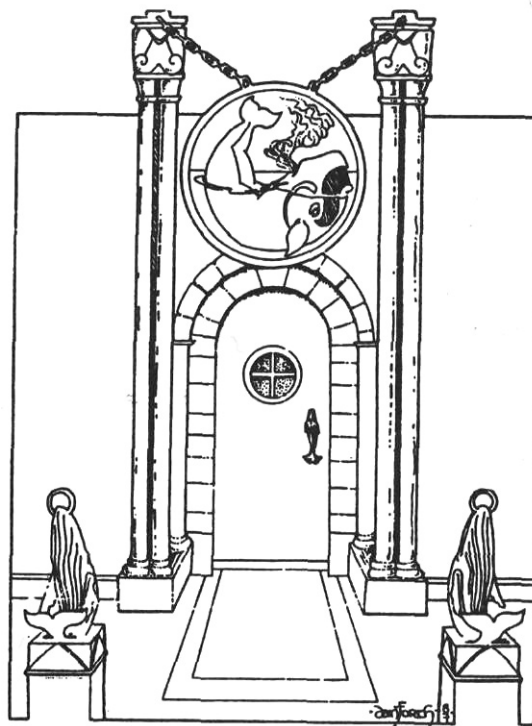
10. Sailmakers' Hall. A vital industry for a settlement as dependent on the sea as Pelargir.

11. The Blind Kraken. An old and well-known inn, tavern, and brewery.

12. Shipwrights' Hall. The largest of the artisan halls, and the center of Pelargir's most important industry.

13. Fishermen's Market. The largest market place in the haven, offering the best seafood in southern Gondor. It is also a good place to pick up the latest news.

14. Merchants' Hall. The linchpin of the haven's mercantile activity, it also acts as the site for the commercial court. One section serves as the House of Trading during the years T.A. 1497-1810, taking care of the special requirements of the privateer's business.



15. Sirith Bridge.

16. Canal Bridge.

17. The Lord's Jail. Pelargir's prison, housing both ordinary criminals and captured Corsairs. Security is fairly stringent, but escapes have occurred.

18. Squire's Hall. The political center of the haven, the massive, three-story building houses all the branches of Gondorian government. Scores of scribes, notaries, and clerks labor all day to keep the wheels of government rolling.

19. Mint.

20. The Blue Crab. According to many, the best of the haven's many pie-shops.

21. The Happy Eel. One of the most riotous of the waterfront taverns.

6.2 LOND ERNIL

Lond Ernil (S. "Haven of the Prince") is the main harbor-town of Belfalas and the seat of its ruler, who resides in his majestic castle of Ost-en-Ern timer upon the summit of Dol Amroth, more than half a mile above the haven. Overshadowed by the Prince's Castle, Lond Ernil is delved into the precipitous but sheltered northern cliff-face of Amroth's hill—it is a study in vertical extremes, with the town's edifices climbing the cliffsides to a height as great as 2,800 feet, often at an incline of more than 50 degrees. Not surprisingly, this breathtaking topography is the single most determinative factor affecting the haven's layout and design. For information about the history of Lond Ernil, see the gazetteer entry for Dol Amroth in Section 5.0.



The Spouting Whale



LOND ERNIL'S DESIGN

In truth, Lond Ernil is not one haven, but three; for an extensive system of sea-walls divides the town's quays into three separate harbors: the War Harbor, the Working Harbor, and the Commercial Harbor. This arrangement reflects the three-fold character of the settlement. As the Haven of the Prince, Lond Ernil is principally the home of Belfalas' extensive war-fleet, and the War Harbor accommodates the largest naval host west of Linhir.

A fleet of this size (at its height, numbering 30 warships, and manned by a standing garrison of more than 2,500 sailors and marines) requires an even larger network of support occupations: shipwrights, sailmakers, weaponsmiths, tanners, and other artisans, all of whom must themselves be sustained by food merchants and supplied by procurers of the raw materials essential to their trades. The Working Harbor serves these needs.

Finally, Lond Ernil is a cosmopolitan port of trade. Though not on as grand a scale as Pelargir, the Prince's Haven is a magnet for maritime commerce from as far north as Tharbad and as far south as Bozisha Dar, and many of the haven's inhabitants make their livelihood off the continual flow of mercantile wealth. Much of the long-distance trade that moves through the Commercial Harbor is destined for Ost-en-Ern timer, where the prince and his noble court pass their days in untold splendor and luxury. Yet the greater part of Lond Ernil's trade is directed toward its inhabitants; for the precipitous topography of Dol Amroth prevents the efficient movement of grain, fuel, and other commodities vital to the haven by any avenue except the sea.

WATER SUPPLY

Next to the grain supply, the greatest logistical challenge imposed by Lond Ernil's location is the need for drinking water for the haven's densely quartered populace. Dol Amroth is essentially a large rock surrounded by salt water; and though frequent natural precipitation may be used to augment the town's water supply, it is far too capricious to serve as a reliable, year-round source of life for as many as 20,000 people. To circumvent this prob-

lem, Edhelion, the first Prince of Belfalas, caused a subterranean aqueduct to be delved through the solid rock of the promontory connecting Dol Amroth to the mainland, which would draw off water from the nearby mountains.

Cutting through the entire length of Amroth's hill, from the city gate to Tirith Aear, the water is diverted into a series of secondary channels, which (by way of further branch-tunnels) distribute fresh, clean, drinkable water to all parts of the haven. The six principal channels emerge from the cliffs close to the level of the main aqueduct, and cascade down through the town in open-air culverts that empty into the harbors below. Flood-gates control the volume of water that is released into these culverts, so as to prevent overflow in times of heavy rain or spring runoff. Auxiliary culverts open out onto the sheer southern and western cliffs of Dol Amroth for the purpose of siphoning off excess water.

HEAT AND LIGHT

Wood is scarce in Lond Ernil; as a source of fuel for heating and lighting, it is practically non-existent. Charcoal imported from Anfalas is the most common source of heat, while oil lamps or lanterns are most often used for illumination. Olive oil from the prince's Ringló valley estates is a major source for fulfilling this need; but far more common (and cheaper) is the use of oil extracted from fish, a major industry concentrated along the quays of the Working Harbor. Firewood is certainly available from the surrounding countryside of the mainland, but the time and labor costs involved in transporting it from the city gate to the haven are too prohibitive for general use (though this is less true for those who dwell in the highest reaches of the town, nearer to the level of the Men Ernil).

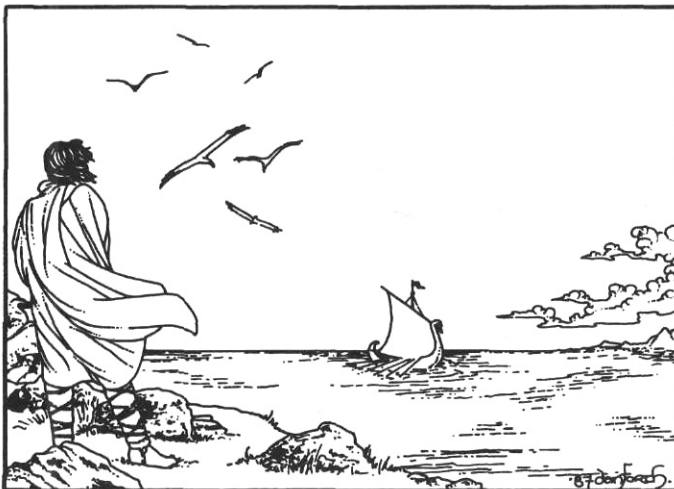
BUILDINGS

Granite quarried from the cliffsides of Dol Amroth is the primary building material in Lond Ernil, and wood is used only for upper floors or for internal reinforcement. There is little danger, therefore, of a fire spreading from one building to the next. Many of Lond Ernil's edifices, however, are several stories high (three to five being common, though few over six), which means that fire can still be highly destructive. Moreover, the incineration of the inside of a tall building may lead to collapse and further damage for its neighbors. Fire brigades are typically recruited on the spot from the inhabitants of a given quarter of the town. Far more deadly to Lond Ernil are earthquakes which, given the vertical layout of the haven, can result in widespread devastation. Happily, tremors great enough to do serious damage are rare.

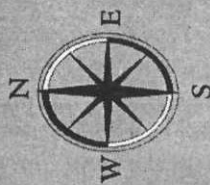
STREETS

Many of Lond Ernil's streets are, in fact, extended stairways (the latter predominating as one ascends Amroth's hill). All thoroughfares are paved with cobblestones, and all are appointed with drainage gutters that

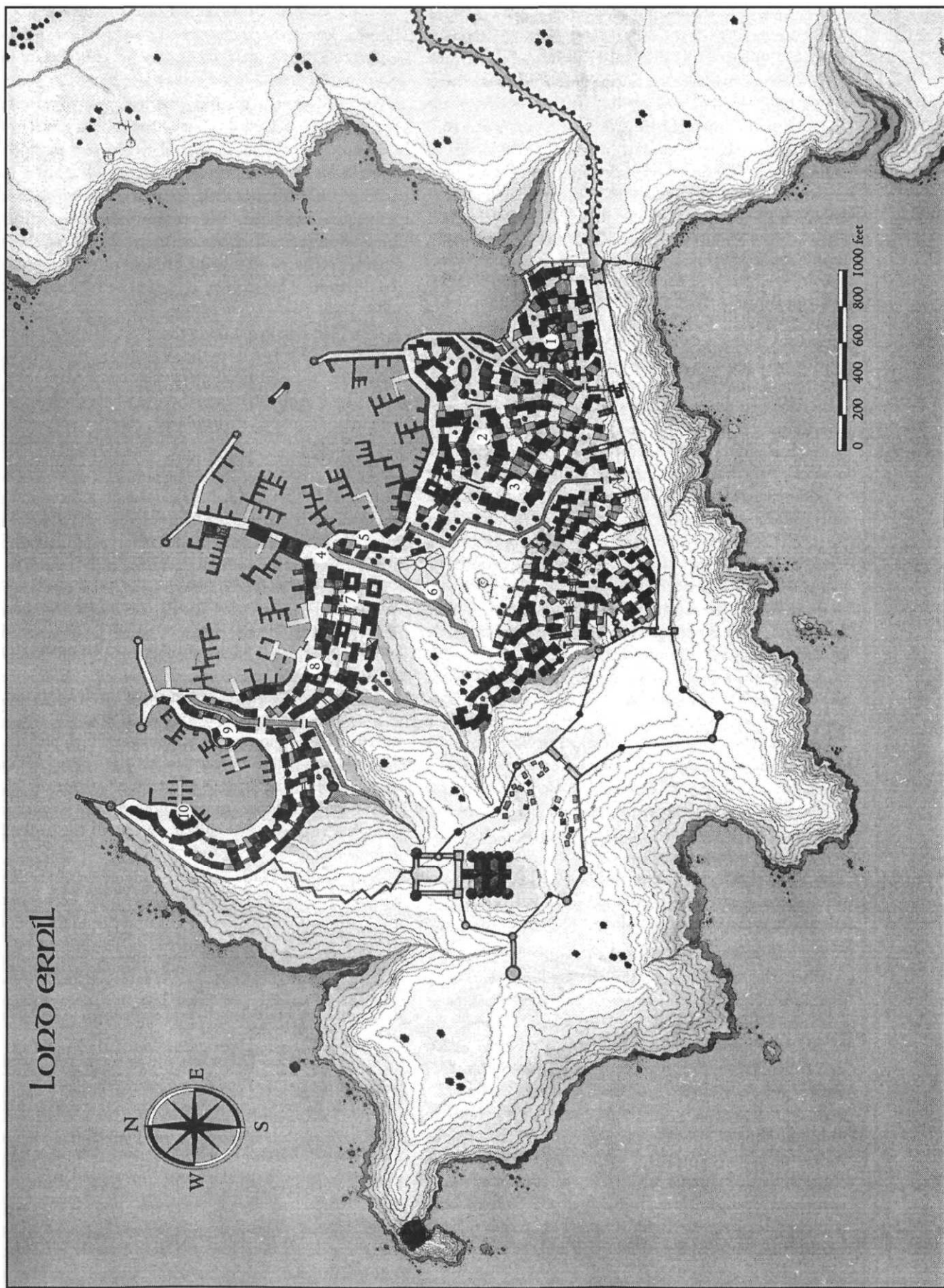
*Watching a
swan-ship*



Lono erpil



0 200 400 600 800 1000 feet





find their way to the lower courses of the main culverts. Except on the level areas beside the harbors, the often-steep incline of the haven's streets renders horses and wains quite useless, and porters are the principal means of transporting goods. Even unburdened, the tortuous ascent from the quayside to the fortified Prince's Way is no small feat, requiring anywhere from a half hour to two hours to complete (depending on one's constitution). For obvious reasons, few (apart from the porters) are willing to undertake such a labor more than once a day; out of convenience, some of the wealthier denizens actually own apartments in both the lower and upper sections of the town.

LANDWARD ENTRANCES

Although its harbors are the easiest way of entry and departure, Lond Ernil may also be reached from the fortified ridgeline of Dol Amroth, which is occupied by the terminus of the Men Ernil, the Prince's Way which joins the promontory to the mainland. The traveler approaching Lond Ernil from the east may pass directly through the city gate into the Gate Town, a cramped quarter of the haven dominated by a harrowing path of winding stairways that descend the full 1,800 feet (the lowest point on the entire spine of the hill) at inclines of up to 70 degrees. It is a way that is generally only used by those in haste to reach the harbor level. However, at the top of the Gate Town are a number of inns for those who have arrived too late to negotiate a hurried descent into the haven and, what is more, stables where horses may safely be left during one's sojourn there.

A much more gradual and even flight of stairs ascends the cliffs from the midst of Lond Ernil, joining the Men Ernil by means of lesser gates. This is the favored avenue of entry to the haven, though (unlike the Gate Town) it does not afford the luxury of stables. Beyond the Prince's Way, the outer bailey of Ost-en-Ern timer also provides access to the upper town by means of a postern gate. Use of this gate, however, is generally permitted only to the prince's servants or to those on official business with the castle. The postern gate is not convenient for civilian use in any case, since it stands a thousand feet higher than the entrances at the city gate or along the Men Ernil.

DEFENSES

With the exception of the three harbor entrances (across which chains may be stretched in order to thwart intrusion by enemy vessels), every approach to Lond Ernil is barred by a curtain-wall, whose strength is augmented in several places by the presence of unassailable cliffs. This wall is generally fifteen feet thick and twenty-five feet high, punctuated at strategic junctures by seventy-five foot high towers. Along the stretches where the curtain-wall is forced to follow the steep incline of Dol Amroth's cliffs, its battlements are appointed with stairs containing numerous level positions from which a defender would have ample space to fight from. (For details of the intersection between the curtain wall and the defenses of Ost-en-Ern timer, see Section 7.5.)

THE LAYOUT OF LOND ERNIL

1. Gate Town. The quarter of Lond Ernil immediately adjacent to the city gate. Its upper level contains inns for travelers and stables to accommodate horses.

2. Porters' Court. The traditional hiring place for porters. The absence of wheeled vehicles throughout much of the town makes the need for manual bearers constant, and the courtyard is rarely empty—even after midnight.

3. The Grain Market. Located next to the town's main granaries and within a stone's throw of the bakers' quarter, food shops, and mills that make use of them. It is here that grain is purchased after being brought into the Commercial Harbor. The market is supervised by an official subordinate to the town squire.

4. The Fish Market. Lining the street that separates the Commercial Harbor from the Working Harbor, the local fishermen of Lond Ernil offer their catch of the day to passersby. Nearby stand warehouses where the fish can be kept in a refrigerated environment prior to transportation elsewhere in the town. Also nearby are the workhouses where oil is extracted from the fish for use as cheap lamp fuel in the haven.

5. Trade Offices. Many of the most important trading partners with Dol Amroth possess offices along the quayside of the Commercial Harbor. While they enjoy no formal diplomatic status with the prince or his haven, they maintain informal ties with the squire, advocating the economic interests of their own merchants. Tharbad, Amrûn, Mirlond, Umbar, and Bozisha Dar are all represented here.

6. The Squire's Keep. The Squire of Lond Ernil and all of his officers govern the town from this small keep. The tower and adjoining wings are well-fortified, and house the modest peace-time garrison of the haven. Also included here are the Prince's Mint and the town jail. Most civil and criminal cases are adjudicated here by the squire, though it is possible to appeal directly to the prince for judgment.

7. Shipwrights' Hall. The gathering place of the Shipwrights' Fellowship. Though, as with all occupational associations, the shipwrights of Lond Ernil lack political or legal power, they are generously patronized by the prince in recognition of the indispensable role they play for the fleet.

8. Sailmakers' Hall. Another specially favored fellowship in Lond Ernil.

9. Sailor Barracks. This tower and its surrounding buildings quarter the non-military contingent of the prince's fleet. The barracks can accommodate as many as 1,400 men.

10. Marine Barracks. This garrison complex, which houses the prince's naval infantry, is arranged in much the same way as #9, only it is larger, capable of quartering up to 2,000.

6.3 LINHIR

Linhir (S. "River Fords") is the haven-town situated at the confluence of the rivers Serni and Glinduin (renamed "Gilrain" after T.A. 1981), about twelve miles from the point where their estuary empties into the Bay of Belfalas. Here, the Rathon Gondor crosses the Iant Linhir near the southern tip of Lebennin. No town between Pelargir and Lond Ernil is larger or more important as a center of Gondorian commerce and politics, for virtually all trade entering or leaving eastern Belfalas passes through its gates. (For additional information about Linhir, see the *gazetteer entry* in Section 5.0.)

LINHIR'S DESIGN

Linhir is primarily known as a haven for shipping, but it also serves as a center of culture, manufacturing, and overland commerce. Its growth is tied to all these functions, and its plan illustrates its varied character. Four distinct quarters divide the town, giving it an urban flavor that belies its small size. In addition to a busy haven in the dock quarter along the river, Linhir contains a well-kept town center, a mill district, and an outer market area. Each quarter is so well-delineated that visitors might perceive the town to be little more than four contiguous villages; however, Linhir is better described as a city in miniature.

A modest moat and wall surround the town, which is shaped like an elongated oval, whose main (northeast to southwest) axis cuts across an eastward bend in the Glinduin valley. Most of the streets are narrow, cobbled troughs, but eight are wide enough to permit passing traffic. Five of these avenues run across town (i.e., from the southeast to the northwest), while three roughly parallel the axis. Two of these routes—the Rathon Gondor and the Long Quay—handle the bulk of traffic. The former crosses the river via the wooden Iant Linhir, passing through both the Lebennin and Belfalas Gates, while the latter enters town at the Sunset Gate and hugs the riverside.

THE MILL DISTRICT

The northernmost section runs along a very swift, narrow section of the river, just above the point where the watercourse widens and spills over the rocky shelf that forms the bed beneath the River Fords. Seven mills tower over the dark streets of this quarter, which also accommodates the granaries and small row houses of the millworkers. Three of the mills grind the oats, rye, and new wheat brought to Linhir from neighboring farms; a fourth cuts timber from the nearby hills, and the fifth mill produces stone blocks. The mint occupies the sixth structure, while the seventh contains huge looms, which produce everything from unfinished cloth to serviceable tapestries.

A sturdy, tower-like building, the Linhir Mint is designed for secure defense. It stands east of the town's northern entry (Falls Gate), providing its wardens with a convenient view of both the river and the main road. In times of war, its large lower courtyard and galleries serve as both a hospital and a refuge.

THE TOWN CENTER

South of the Mill District is the Town Center. Graced with wide streets, two squares, a park, and a host of white-washed houses, this quarter contains a rich offering of select shops. Wealthy merchants reside in traditional town villas behind the walled gardens that line the area's three avenues.

Wanderers' Square is the focal point of the Town Center. This pleasant, rectangular meeting place stretches northeastward from the Rathon Gondor, the artery that separates the Town Center from the Port District. Surrounded by a splendid colonnade of pointed arches and peach trees, it functions as both an outdoor assembly area and a central market. Artisans peddle their fine goods here on the first, third, and sixth days of each week, alongside visiting merchants, who trade in expensive wares brought up from Linhir's quays. Most items, including food, however, are sold daily amidst the rowdy atmosphere of Manor Square, in the Outer Market quarter.

THE OUTER MARKET

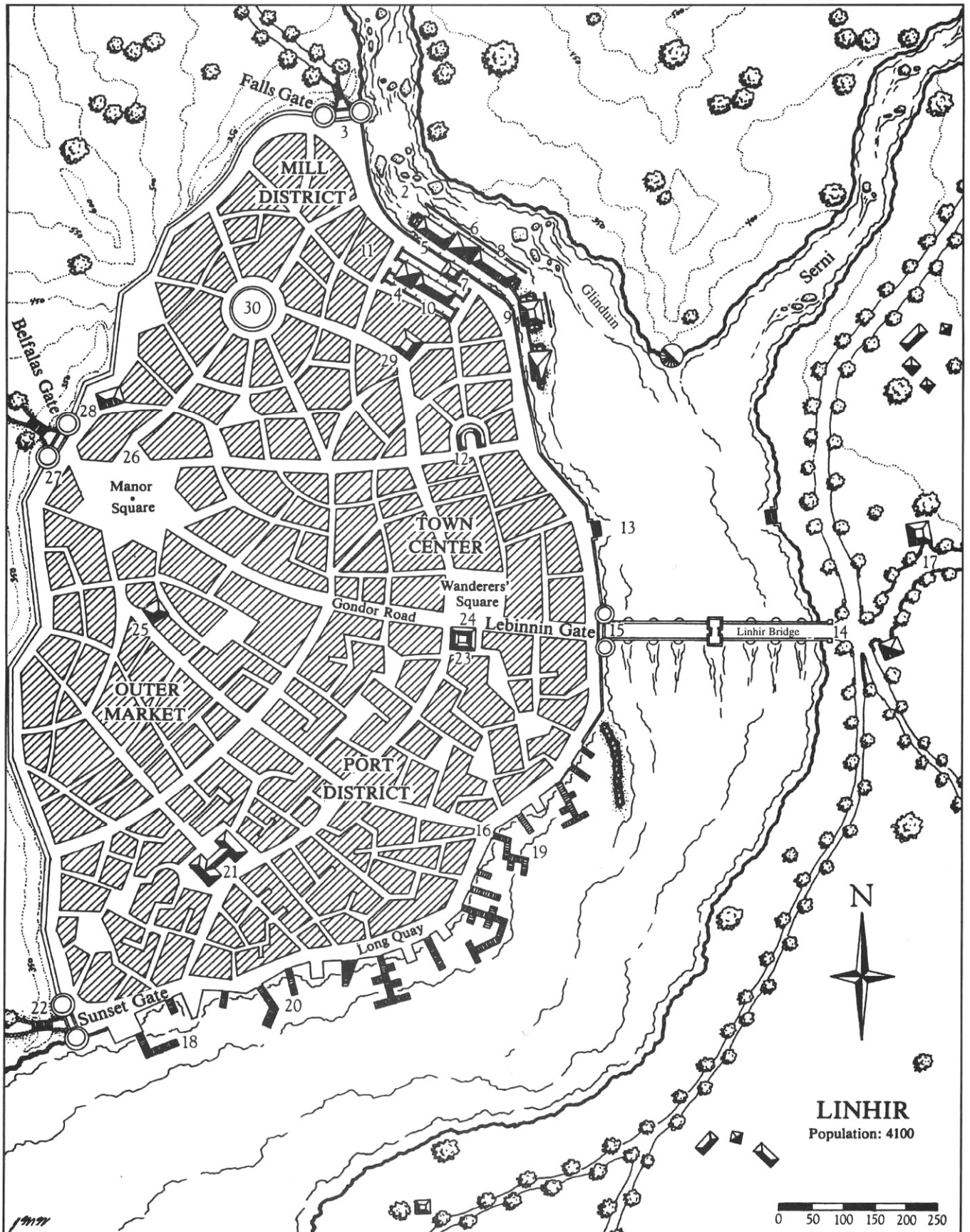
Manor Square sits astride the Rathon Gondor and lies just inside the Belfalas Gate. Its vague star-shape is attributed to the fact that its foundations correspond to the wall line of an ancient garden. A warren of winding, residential streets and small plazas cover the rest of the Outer Market quarter. Aside from the Manor Square area, this is Linhir's quietest section, and its sprinkling of shops and numerous pushcart merchants generally close at an early hour. Only the inns near the Port District show any enduring life after the twilight.

THE PORT DISTRICT

The Port District borders both the Outer Market and the Town Center. Linhir's largest district, it contains southern Gondor's fourth-largest dock area, ranking after those of Pelargir, Osgiliath, and Lond Ernil respectively. Rows of stone quays line the busy riverside, and the town's great wooden docks extend well out into the Glinduin. The fords, coupled with the fact that above Linhir the channel is unnavigable, make the spot an ideal site for a harbor community. Situated on the Rathon Gondor, and with the Bay of Belfalas close by, Linhir enjoys a sheltered anchorage with easy access to southern Gondor's main land and sea routes.

The bustling Port District exemplifies the town's role as the gateway of southern Gondor. Ships from Eriador, Haradwaith, and other havens of southern Gondor all pay frequent calls, providing an ever-changing mixture of foreign seamen. The plethora of tongues enriches the life of the locals and gives the harbor side a cosmopolitan flavor. Tavern life is unceasingly brisk and exciting, and innkeepers take comfort in their steady trade. Even in winter, most of the guest lodgings are open for business and rather busy.







It is hardly surprising that the port quarter has a crowded, chaotic plan. The winding streets, while not as narrow as those in the Mill District, are considerably less inviting than the roads and lanes of the Town Center or Outer Market, making it evident that the quarter's growth proceeded without regard to any scheme. The only apparent order is around the docks themselves, for the sizes, locations, and designs of buildings seem haphazard and, in some cases, ludicrous. Small one or two-story inns crafted out of wood are sandwiched between tall, narrow, stone warehouses. Twisting alleys occasionally lead to large, secluded squares graced by opulent row houses, while larger streets often take travelers to dark dead ends. It is an unpredictable but adventurous quarter promising both danger and entertainment.

THE CROSSINGS OF THE RIVER

The Rathon Gondor lies on the northern edge of the port. At the river, after the east-bound highway crosses the Long Quay, the roadway passes over the Glinduin by way of a slender, seven-arch span. This, the Iant Linhir, provides the only dry route across the lower (i.e., navigable) portion of the river. It is built on the southernmost of the pair of fords, which prevent larger boats from anchoring any further upstream, so its placement in no way interrupts local river travel.

Instead, the bridge serves to promote commerce. It enables everyone, from caravan merchants to simple, wandering peddlers, a way to reach the river's western bank without need of a ferry or ford, thus providing Linhir with its special status as the link between Lebennin and Belfalas. Virtually anyone traveling between Pelargir and Lond Ernil uses this route, and seeks the comforts of Linhir as they pass through. The largest span west of the Anduin and south of Tharbad, the bridge is a symbol of the town's prominence as a valuable, strategic settlement.

The 15-foot-wide, 350-foot-long bridge has seven oak sections and a towering central quay built of granite. A trellis, holding the board roadway, sits on a structure composed of pointed arch vaulting. Carefully carved and lacquered panels, inlaid with painted friezes, provide bright decoration. The panels and the elaborate detail of the tower's stonework reflects the builders' reverence for what is nothing less than a marvel of Gondorian engineering.

As one leaves Linhir, the stone quay stands between the third and fourth sections of the bridge, at the point where the Rathon Gondor is twenty-five feet above the water. Both of these sections are easily removable, as is the fifth section, enabling the townsfolk to deny enemies the use of the causeway. The seventy-foot-high, twin-gated tower serves as a forward defense, its steel-faced gates manned by a garrison of twelve. Four guards stand watch for stretches of four hours, and rotate their posts in the upper tower and on the bridge.

In times of peace, these soldiers oversee proper tax collection, for the tower also functions as Linhir's customs and toll station. Tolls vary according to the user, declared purpose, and mode of travel. Townsfolk pay no duties, while others pay a copper piece for every person, beast, or wheel in their party—although merchants with a sealed "right of way" also escape any tariff. Half the toll goes to the Squire of Linhir, a quarter to the Prince of Belfalas, and the other quarter to the king.

THE KEEP

The Squire of Linhir is a vassal of the Prince of Belfalas, although his influence extends into the lands of Lebennin across the Glinduin. The squire's home is a small but strong keep that guards the town's northern gate. This squat, round tower serves as the center of government for the most populous region in Dor-en-Ernil outside the prince's personal domain. Although too small to accommodate Linhir's collection of civil servants, its halls house the offices of the squire and his Estates Chancellor, as well as an archive containing the census rolls, the ledgers of the custom house, and copies of the records of the Linhir Mint.

MILL DISTRICT

Like the keep, the ninety-foot-tall rectangular mint is essentially a fortified tower, with two ten-foot-diameter waterwheels set into its lower flanks. Two troughs channel the swift waters that drive the mill's wheels, thus fueling its heavy stamping machines. These culverts provide the building with a narrow stone moat on its east and west sides. A narrow drawbridge crosses the western water channel and affords access to the main entry, an iron door set twenty feet up on the south wall.

Linhir's other mills are similarly situated, although they lack the defenses of the mint. Each draws its power from an array of wheels, positioned in stone-lined waterways. Water diverted from the Glinduin drops over a series of step-like tiers and onto the wheels, which are placed beneath each fall in such a way that they catch the maximum force from the stream's descent. Chains running from inside the mills to hinged doors set in the channels above each wheel enable the mill-workers to detour the water flow, thus stopping the wheel and the machine that it drives.

THE LAYOUT OF LINHIR

1. The Glinduin Mere. Located only three miles upstream, the waterfalls that form the boundary of this mere mark the point where the Glinduin leaves the higher hill country. Here, the river tumbles over three cataracts and drops over sixty feet in the space of ten yards.

2. The Narrows. This rocky ravine channels the Glinduin's considerable volume of water between the mere and the fords, making upriver travel difficult in the swift current. The force, however, makes this locale ideal for millwork.



3. Falls Gate. Three guards keep watch over these twin gates, which serve as the northernmost entry to town. From here, the Rathon Arat runs north and westward to Ethring (by way of the Din-Lamedon).

4. The Oat Mill. This mill has five waterwheels and stands forty feet over its twin aqueducts.

5. The Rye Mill. One of the four wheels of this mill provides power for the small distillery located on the upper level of the three-story structure.

6. The Wheat Mill. This mill grinds new wheat, and its grain is prized as the best-tasting and most nutritious of Linhir's meals.

7. Stone-cuttery. Linhir's stoneworks are the largest stone-cuttery between Pelargir and Lond Ernil, and handle most of the fine monumental work originating in the region. Stone from western Lebennin arrives here by way of wagon or flat-bottomed boat.

8. Lumber Mill. Most of the wood for this mill is floated down the Glinduin or hauled in by wagon from the southern foothills of the White Mountains.

9. Mint. The Linhir Mint produces copper and silver currency. It is guarded by a six-man garrison that operates in pairs of eight hour shifts. Although commanded by the Coinmaster, they report directly to the Squire of Linhir.

10. Cloth Mill. These cloth works manufacture a wide variety of materials, including carefully-dyed fabric and small rugs.

11. Granaries. Linhir's two-story grain stores are diligently tended. Each granary houses huge iron-girdled jars, which hold most of the grain. Long-term supplies are placed in huge bins set into the ground on the lower floor of each building.

12. Rye-pool Inn. Shaped like a horseshoe, the Rye-pool Inn is a converted stable and barn. The two-story structure is the oldest building in Linhir, and dates to the time when the town site was used as a manor. Each of the seven private rooms accommodate one to three lodgers, while each of the three common rooms holds up to a dozen guests. A small tavern, with a usable cellar taproom, provides a modest bill of fare for as many as sixteen patrons.

13. The River Fords. The river is no deeper than four feet at these two wide fords, both of which have solid stone riverbeds and good footing. The Iant Linhir was erected over the southernmost of the two crossings.

14. Iant Linhir. This seven-arched bridge is the only span crossing the Glinduin.

15. Lebennin Gate. The Rathon Gondor enters Linhir from the east by way of the Lebennin Gate. This paved highway connects to the great haven of Pelargir.

16. Long Quay. Running along the Glinduin bank, the Long Quay extends the length of the town and serves as one of the two main streets in Linhir. A low wall flanks the east (river) side of the road, but a large number of wooden gates permit direct access to the town's docks and quays. Where the Stone-cuttery (see #7) rises in the Mill District, the Long Quay passes beneath the building by way of an arched tunnel.

17. Rathon Gondor. This paved and tree-lined highway is southern Gondor's main road, so it is only fitting that it be one of Linhir's principal avenues. Twenty feet wide, it is a substantial artery. It runs east to Pelargir and southwest along coast of Belfalas, where it eventually winds toward Lond Ernil.

18. Naval Docks. These two docks accommodate the Western Wing of Gondor's royal fleet. Guards patrol the docks at all times.

19. Commercial Docks.

20. Fishermen's Quays.

21. Fishermen's Hall.

22. Sunset Gate. The Long Quay exits the town through this gate, which is situated along the Glinduin at the southwest corner of town. From this gate, the road runs southwestward along the river and, later, the bay-side.

23. Inn of the Broken Lute. This inn is reputedly the haunt of Linhir's most unsavory residents.

24. Wanderers' Square. The focus of life in the Town Center, this is a small but beautiful plaza.

25. The Coopers' Hall. Here the finest barrels in Dor-en-Ernil are made.

26. Manor Square. Vaguely shaped like a seven-pointed star, this open area was once the center of the ancient manor that occupied the site of what is now Linhir.

27. Belfalas Gate. Two small door-gates flank the main entry. Here, the Rathon Gondor exits the town by way of a drawbridge that spans the dry culvert that serves as Linhir's moat. The highway then swings southwest, and cuts through Belfalas (indirectly) toward Lond Ernil.

28. The Odd House. This fine three-story townhouse is actually a tavern. Two small private guest chambers are located on the third floor, reputedly only for friends of the taciturn innkeeper.

29. Coinmaster's Home. The master of the Linhir Mint resides here.

30. Squire's Keep. This stout tower provides lodging for the Squire of Linhir.

6.4 EDHELLOND

Edhellond (S. "Elf Haven") is actually a pair of havens that together encompass a sheltered cove near the mouth of the Morthond-Ringló estuary. The Sinda settlement lies on the river bank, and consists of an assemblage of wood houses that face a line of quays stretching out into the water. Opposite this settlement, encircling the cove like a great harbor-wall, stands the rocky islet of Tol Duilin (S. "Isle of the Rivers"), which houses Lond Duilin, the haven of the Falathrim. (For additional information about Edhellond, see the gazetteer entry in Section 5.0.)

EDHELLOND'S DESIGN

Edhellond's design was, in part, contrived by one of the divine Powers. Ossë, the Lord of Storms, literally dragged Tol Duilin across the estuary so that the union of shore and islet would create a perfect natural haven for ships. The open waterway formed between the tips of the islet and the river bank was wide enough for Elven ships to pass through with ease, yet narrow enough for purposes of defense. The outflow of the Caleneithel stream into the cove from the bank afforded a ready supply of fresh water to the haven's inhabitants, while the long eaves of the surrounding Eryn Laegol offered protection from the winds of Lond Cobas.

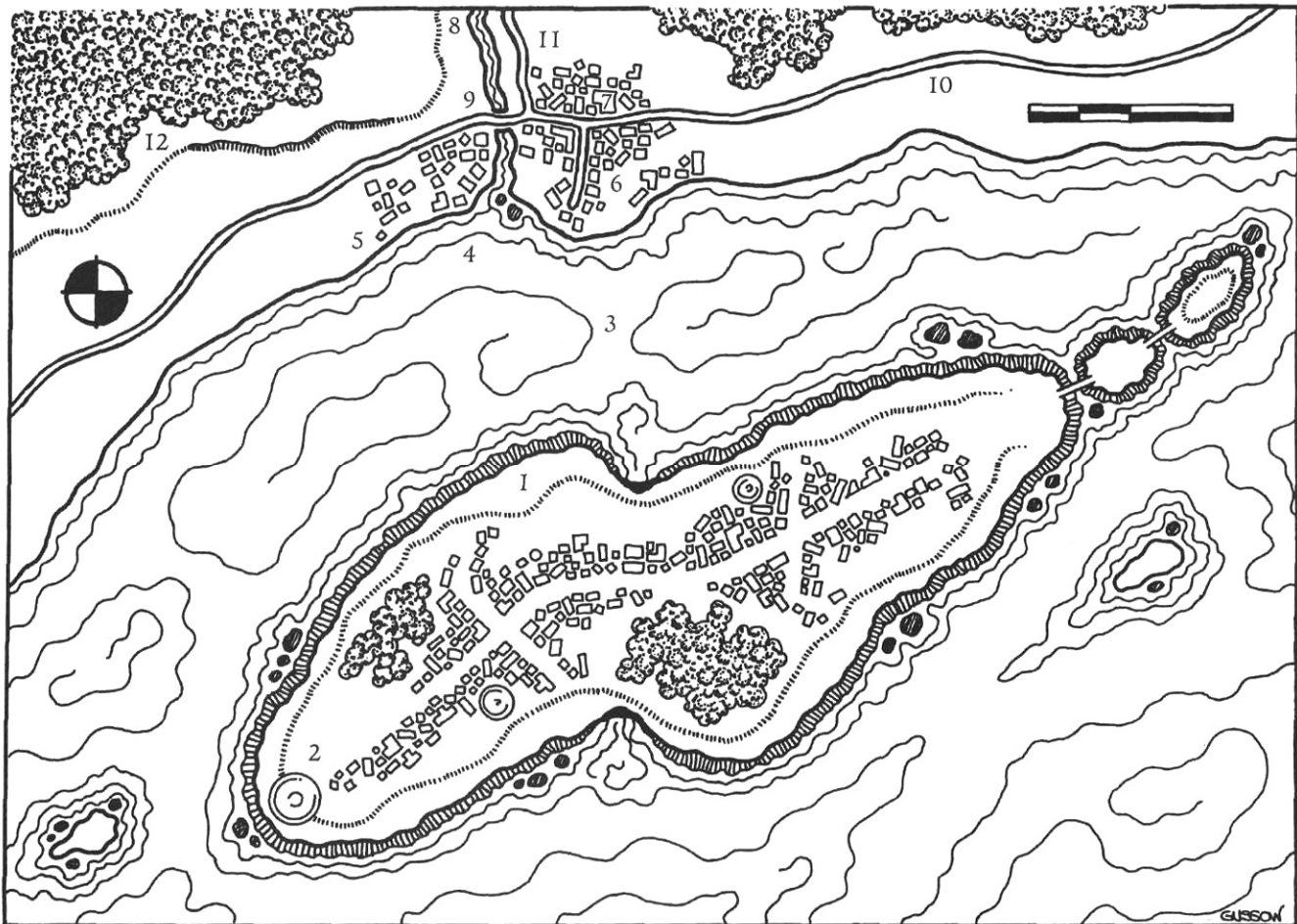
The Falathrim of Lond Duilin had already seen to the remaining defenses of Edhellond by the raising of a tall tower upon the southernmost tip of Tol Duilin, and by the delving of a subterranean harbor within the islet itself, which could give shelter to both ships and people in time of need. The two magical gates of this underground harbor provided a third avenue of traffic between the cove and the river beyond. Together, the works of the Falathrim and the labors of Ossë had joined to make one of the great Elven havens of the Third Age.

THE LAYOUT OF EDHELLOND

I. Tol Duilin. The sheer rock walls of Tol Duilin offer a protective barrier for Edhellond. A narrow path traverses the spine of the islet, and may be used as a natural battlement by defenders. Some of the original Falathron dwellings still stand atop the islet, though they were abandoned after the fall of Morgoth. (For details on the layout of the subterranean harbor beneath Tol Duilin, see Section 7.1.)



Edhellond





2. Círdor's Tower. Perched upon the southern tip of Tol Duilin, Círdor's tower serves as a citadel and residence for the Master of Edhellond. While the tower does have access to the ridge-path of Tol Duilin by way of a postern gate, the only way to reach it from the water level is through a guarded tunnel that winds its way from the lowest level of the tower through the heart of the rock to Lond Duilin below. (See Section 7.1, #8.) The roof of the tower contains a crenelated battlement and a beacon for ships.

3. The Cove. The steep incline of the river bank makes Edhellond's cove deep enough for fairly large vessels to navigate with ease. The only potential hazard is the narrow passage between the bending shore and the rocky point of Tol Duilin, though no Elven ship has ever been wrecked upon it, since Ossë's protective presence overshadows the haven so long as Círdor dwells there.

4. The Quays. Like their houses, the quays of the Sindar are built of strong wood, hewn from the trees of the Eryn Laegol.

5. The Ship Sward. The open sward at the southern end of Edhellond is reserved for the construction of ships, both by the Falathrim and the haven's other Elven inhabitants. In fact, this site had been used by Círdor's folk for this very purpose long before the foundation of Edhellond itself, because its even ground was protected from the waves by a rocky promontory, which afterwards drew nigh to Tol Duilin to form the narrows of the cove.

6. The Dwellings. The wood dwellings of the folk of Edhellond are grouped according to household and kindred. For the most part, these buildings are simple in construction and layout. The wood itself, however, is beautifully crafted with carved designs and reliefs depicting the sojourning Elves that have dwelt in the haven. Although Círdor's tower is able to house a great number of his folk, most of the Falathrim (and indeed Círdor himself) prefer to dwell upon the shore beside their brethren.

7. The Hall of Gathering. This is the largest structure in Edhellond, and serves as the gathering place for its people, especially at times when the leaders of Edhellond take counsel together, or mediate disputes that may arise between the kindreds. It is also the place of feasting and celebration, and possesses a great central hearth around which the folk of the haven gather to hear song and tales.

8. The Caleneithel. Flowing out of the Pinnath Gelin to the north, the Caleneithel waters the vale of the Eryn Laegol, emptying into the greater river at the northern end of the haven. Swans, sacred to Ulmo and Ossë, delight in the stream's gentle flow, congregating at its mouth.

9. Iant-in-Eilph. This stone bridge spans the course of the Caleneithel just above its confluence with the river. It marks the end of the Paid-i-Rendir, the pilgrim roads that lead to Edhellond.

10. The Annúbad. One of the two pilgrim ways, the Annúbad is an unadorned dirt path that follows the coast of Dor-in-Edhil westward as far as Tirith Cobas. In the opposite direction, the path skirts the northern and eastern edge of the Eryn Laegol, after crossing the Caleneithel by Iant-in-Eilph.

11. The Sírbad. The other of the two Paid-i-Rendir, the Sírbad follows the north bank of the Caleneithel into the heart of Eryn Laegol. It is frequently used by the Silvan Elves of the region, who under the direction of Bladorthin have constructed several daurbair (S. "way-stations") along the path.

12. The Eryn Laegol. The graceful trees of the Greenmantle Wood encircle the settlement, creating a landward barrier against the outside world and its sorrows. Though they fell certain of its trees, the shipbuilding Elves of Edhellond have a great respect and veneration for their grove, and many of the open places about Edhellond have been marked off by Círdor for the planting and fostering of new trees.

7.0 CITADELS

Some of the greatest citadels of Middle-earth are to be found in southern Gondor. From the White Mountains to the sea, six preeminent fortresses dominate the terrain. In Lebennin, the majestic Barad Aerhir towers over the waters of the Garth of Royal Ships, and beneath it lies the sacred Hall of the Faithful. In Belfalas, the twin strongholds of Ost-en-Ernil and the Tirith Aear combine their defenses to form an impregnable bastion against the enemies of the Faithful. At the mouth of the River Morthond stands the ancient Falathron refuge of Lond Duilin, while at the same river's dark headwaters begins the Paths of the Dead, haunted by the Oath-breakers.

This section provides detailed descriptions of the design and layout of the above-mentioned citadels, presented in the chronological order in which they were built. All numbered entries are keyed to the corresponding maps included in this module. For further information concerning the history of these and other citadels of southern Gondor, refer to appropriate entry in the alphabetized gazetteer (Section 5.0).

7.1 LOND DUILIN

Lond Duilin (S. "Haven of the Rivers") was the first permanent Elven settlement in southern Gondor. Constructed as a refuge from the wars with Morgoth in Beleriand, the location and design of this haven were chosen with a view to defense against insurmountable odds. Círdor, the leader of these refugees, selected a lonely islet in the midst of the Morthond-Ringló estuary, and built upon its height a strong tower. The haven itself, however, was delved into the living rock of Tol Duilin, where the Falathrim expanded and fortified an existing grotto, which they named the Tir Groth (S. "Watch of the Cave").

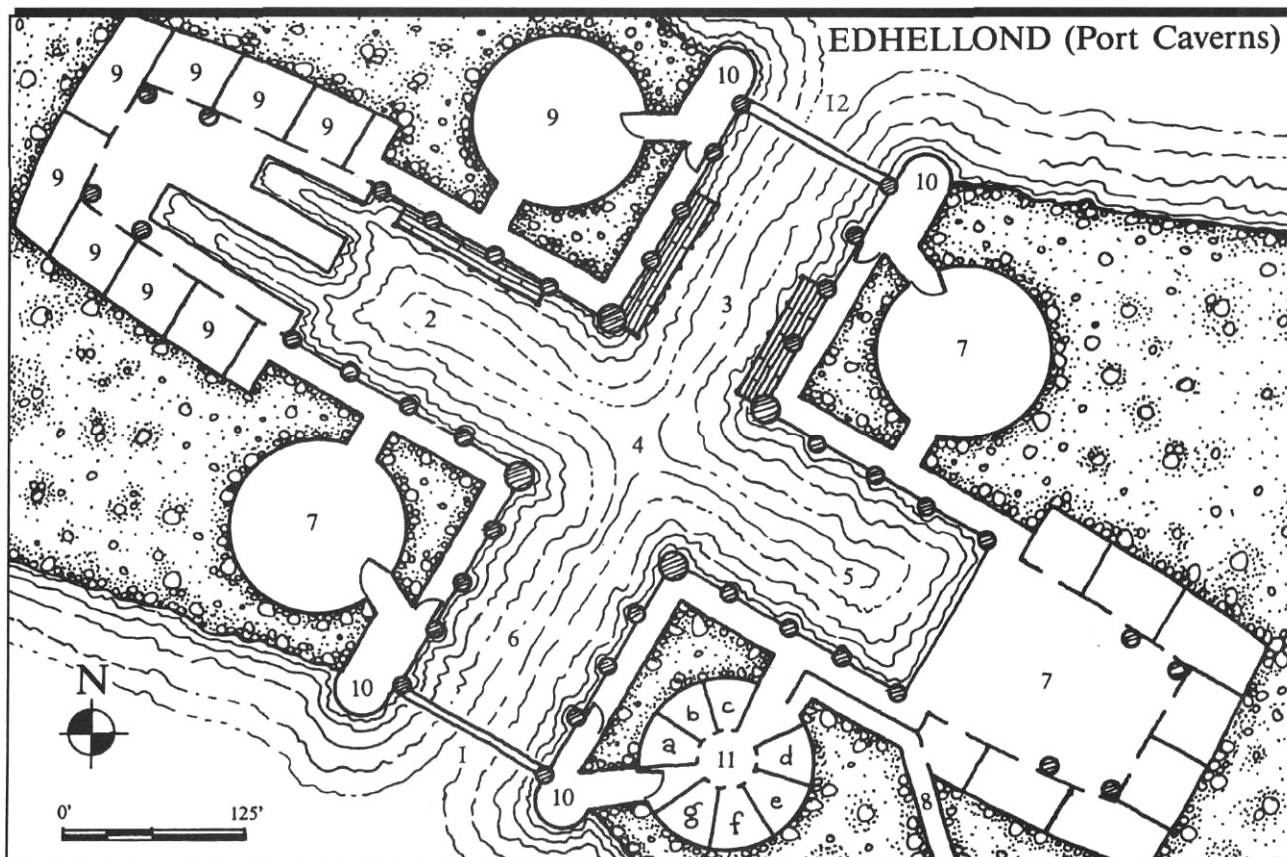
LOND DUILIN'S DESIGN

Lond Duilin's Tir Groth consists of four domed caverns, joined to form a single, cross-shaped waterway housing the ships of the Falathrim. Other outer caves serve as store rooms, craft halls, defensive turrets, and the barracks for the guard. Arched hallways connect these halls, while galleries with open colonnades surround the four wings of the harbor. Inlaid steel doors guard certain areas, each of which is kept carefully locked with a sliding bar mechanism which is Very Hard (-20) to open.

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Lond Duilin





The Tir Groth is illuminated by lamps, which have been set inside the elaborately carved columns, stalactites, and stalagmites that grace the structure. The unsculpted or gently-sculpted natural surfaces are adorned with inlays, lending a magical flavor to the halls. Windows pierce the domes in the ceilings of the wings, as well as the area over the central dome. Embroidered tapestries warm the walls wherever a suitable niche can be found. The gates of Tir Groth are magical, opening and closing only at the bidding of Círdor's folk. The doors of each gate open outwards, obstructing any attempt to force them from without.

THE LAYOUT OF LOND DUILIN

- 1. River Gate.** Provides access to the Morthond-Ringló estuary outside the protection of Edhellond's cove. It is normally kept closed.
- 2. West Wing.** This is the best-protected of the wings. It houses two dry-docks and two recessed quays, and serves as a place for building vessels.
- 3. North Wing.** Possesses two quays, which provide an anchorage for the largest of the Falathron Swan-ships.
- 4. Central Dome.** This ninety-foot tall domed chamber provides the main thoroughfare for the movement of vessels in Lond Duilin. Like its adjoining wings, the dome is decorated with inlaid jewel and stone mosaics. Light comes from the lamps set into the stalagmites and stalactites, and from eight great window wells cut into the dome above.
- 5. East Wing.** Possesses five quays and services smaller boats.
- 6. South Wing.** Houses the most active of Lond Duilin's ships.

7. Stores. Lond Duilin's store chambers house provisions in the unlikely event of a siege, and serve as protected vaults for the keeping of things of great worth. It is here too that the gifts of the Prince of Belfalas to Círdor are placed.

8. Tower Way. This narrow tunnel switches back and forth beneath Tol Duilin, ascending to the only entrance to Círdor's tower. Two portculli and an intervening gate, each Very Hard (-20) to open when locked, bar the passageway in times of danger. Normally, however, the gate and upper portcullis are kept raised, and two guards stand watch on either side of the remaining (closed) portcullis.

9. Craft: Halls. These halls hold the workshops for the carpenters, sailmakers, smiths, etc. that work on Lond Duilin's ships.

10. Turrets. These turret-like chambers permit defenders to fire missiles against any attackers. Three skilled bowmen occupy each position in times of danger.

11. Guardrooms. Seven rooms, arranged like a star, house the twenty-one guards who keep watch over the harbor. Three guards occupy each chamber, with the three captains residing together in their quarters (#11a). In times of peace, only a third of the guard is on duty.

12. Haven Gate. This gate opens onto the cove of Edhellond, and is often left open for the traffic of its white ships.

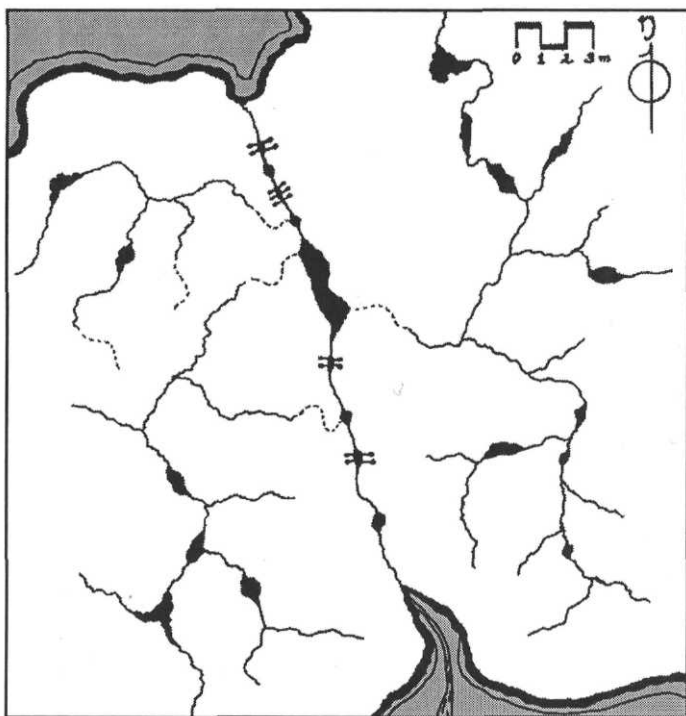
7.2 THE PATHS OF THE DEAD

Lugh Gobha (Dn. "Hall of Gobha"), later known as "the Paths of the Dead," is the greatest work of the ancient Daen Coentis. Delved with the aid of Sauron during the sixth century of the Second Age, this cavernous passage through the central Ered Nimrais served as the stronghold, shrine, burial ground, and sacred gathering place for the Coentis alliance. Following Sauron's return to the Daen in the latter years of the age, Lugh Gobha also became the fortress and dwelling place of the Morachd. After the time of Isildur's curse upon the Oath-breakers, Lugh Gobha gradually became haunted by the Dead, and was renamed the Muir Forth Maronin (Dn. "Great Road of the Dead"). The place remained haunted until the War of the Ring at the end of the Third Age.

THE PATHS' DESIGN

Lugh Gobha was originally conceived as a great subterranean road that would link the Daen peoples on both sides of the White Mountains, extending from the source of the River Morthond in the south to the ancient Drûg refuge of Khîrgan-nam in the north. Running from southeast to northwest, the path of Lugh Gobha intersected with many of the natural caverns beneath the sacred mountain. The largest of these chambers, which lay roughly at the center of the mountain's roots, became the gathering place for the Coentis (and, later on, the throneroom of the Morachd). This place was called Lugh

*Paths of the Dead,
overview map*



Reul (Dn. "Hall of the Star"), because it was here that the Daen discovered the heart of the mountain, a great jewel known as the Star of Gobha.

As the years passed and the Coentis forged a far-flung mountain realm, the Daen began burying their dead in the caverns of Lugh Gobha that branched off from the main way, each tribe and clan claiming one of the subterranean chambers (or portions thereof) for the interment of its own members. When Merro Glastanan, the first Morachd, made Lugh Gobha his home, he expanded the Muir Forth, adding to it sacrificial shrines for the worship of Shoglic, and a royal crypt, separated from the traditional cavern of his ancestors. After the Oathbreaking, further tomb complexes were delved along the Muir Forth. These were arranged according to the four Coentis tribes (including his own) that had remained loyal to the Morachd at the time of the Oathbreaking, and so had fallen under Isildur's curse.

THE LAYOUT OF THE PATHS

1. The Dark Glen. The northern entrance to Lugh Gobha lies at the end of a narrow hollow at the foot of Orod Faeren. Here the somber firwoods of Slaem Puchael recede to form a shadowy glen. A menacing pillar of black stone, standing at the terminus of the road leading to the cliff of Slaem Puchael beyond, marks the boundary of this glen. Raised by Sauron in commemoration of the completion of Lugh Gobha in S.A. 603, the pillar now exudes an aura that provokes fear in the hearts of all save the Oathbreakers.

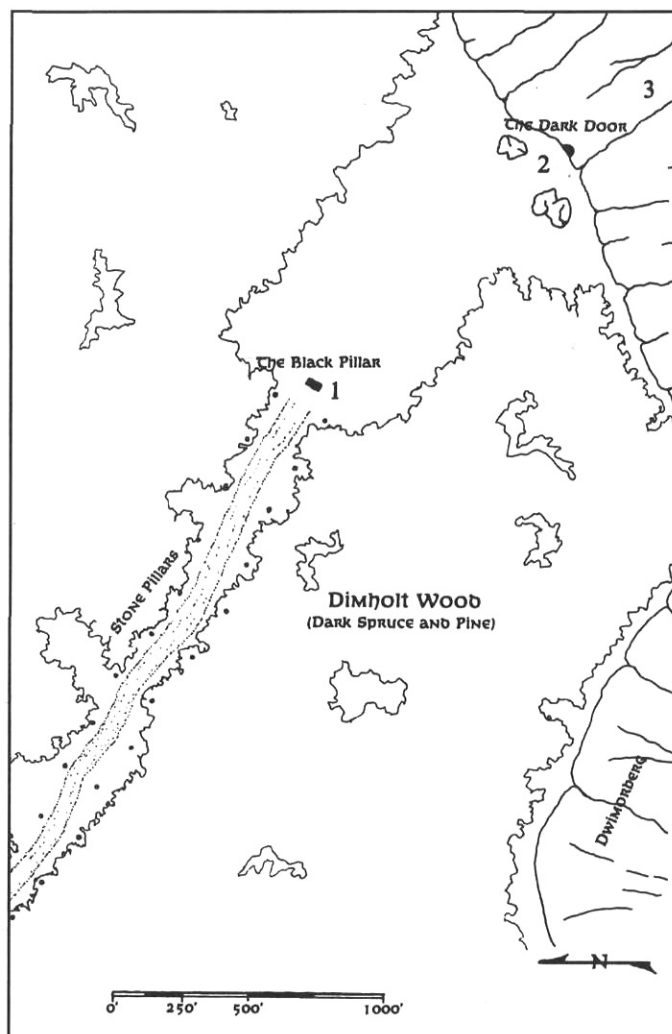
2. The North Door. This portal forms the northern entrance to the Muir Forth. The arched lintel of the doorway is carved with runes of protection for the defense of ancient Lugh Gobha. These magical wards are still effective, and the King of the Dead has the power to bar the entrance against unwanted visitors (though the terror alone is usually sufficient to deter intruders). If any should dare to pass beneath the arch, Morthec will be aware of their presence, and will know where in the Paths they may be found. From the North Door, the Muir Forth runs in a southeasterly direction for three miles without interruption.

3. The Sacred Mountain. The northern face of Orod Faeren rises several hundred feet in a sheer wall above the untrodden floor of the glen below.

4. Tombs of the Chaichel. The northernmost of the Coentis alliance, the tombs of the Chaichel tribe (from the mountain vales of Enedhwaith) were delved closest to the northern entrance to the Paths. Many of the Dead from this tribe guard the North Door against intruders.

5. Tombs of the Chaichel Chieftains. These chambers harbor the tombs of the chieftains of the four clans that once comprised the Chaichel tribe.

6. The Doors of the Dead. The columned doorways that join the Chaichel tombs to the Muir Forth (a feature shared by the other tribal complexes) are carved with reliefs depicting the history of the tribe and its glorious achievements.



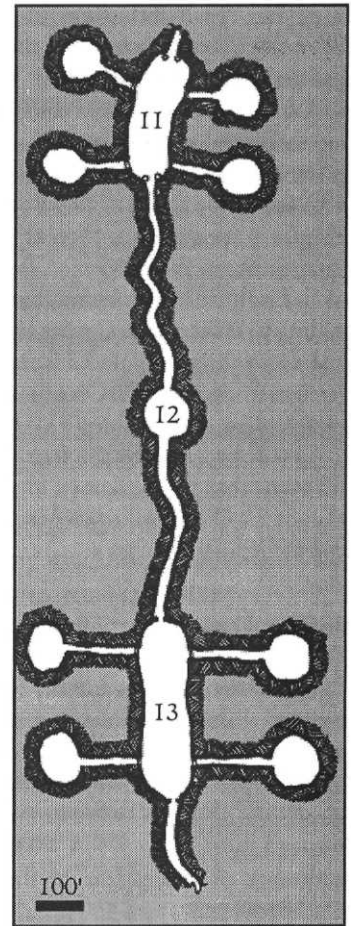
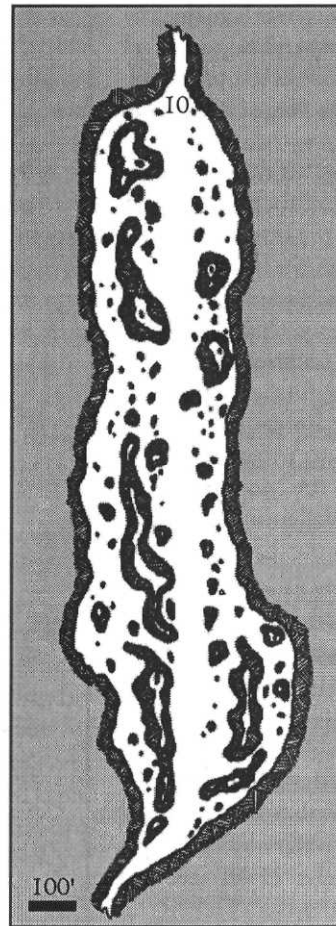
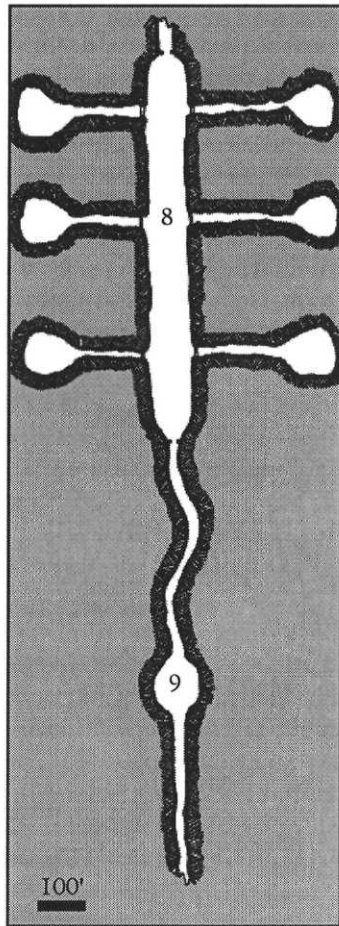
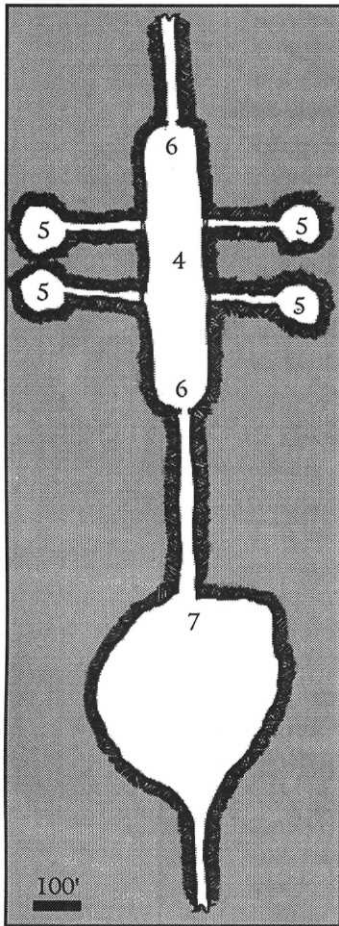
7. The Chaichel Shrine. Adjoining the tombs of the Chaichel is a large vaulted chamber that once served as the tribe's shrine for the worship of Shoglic. Since the haunting of Lugh Gobha and the repentance of Morthec, it has been restored to the worship of Gobha the Maker.

8. The Tombs of the Semarg. The Semarg tribe once inhabited the vales of Calenardhon around Slaem Puchael, and because of their unflinching loyalty to Morthec, they were granted the nearest of all the tribal complexes (after the royal tombs) to Lugh Reul.

9. The Semarg Shrine. This shrine is smaller than those of the other tribes because of the Semarg's proximity to the great temple of Lugh Reul.

10. Lugh Reul. This vast hall is the largest of the caverns of the Muir Forth. It served as the gathering place of all the tribes for their yearly religious observances, and later became the throneroom of Morthec Gruan and his Undead court. Although a natural cavern in origin, the ancient Coentis stoneworkers transformed and enhanced its native beauty. At the center of Lugh Reul stands a stone pedestal upon which Sauron of old had set the Star of Gobha. This pedestal became an altar of sacrifice under the Cult of Shoglic, but was later purified and restored at Morthec's bidding (though the Star is no longer present).

*Paths of the Dead,
the Dark Glen*



Paths of the Dead

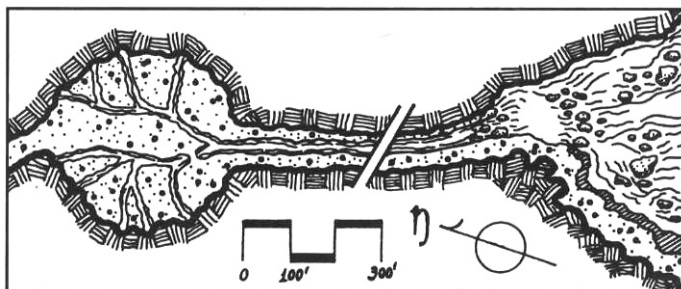
11. The Tombs of the Kings. These tombs were delved soon after Merro Glastanan became the first Morachd, and they became the dynastic crypt of his successors. Morthec himself was childless at the time of the Oathbreaking, and so the fourth chamber of these tombs remains empty and unmarked.

12. The Torbet Shrine. This is the shrine of the Torbet tribe, from whom Ygana the Prophetess was sprung. Since Morthec's repudiation of the Cult of Shoglic, this chamber has become the site of Ygana's oracular utterances. The other Dead will not linger in this chamber unless bidden to do so by Morthec or Ygana.

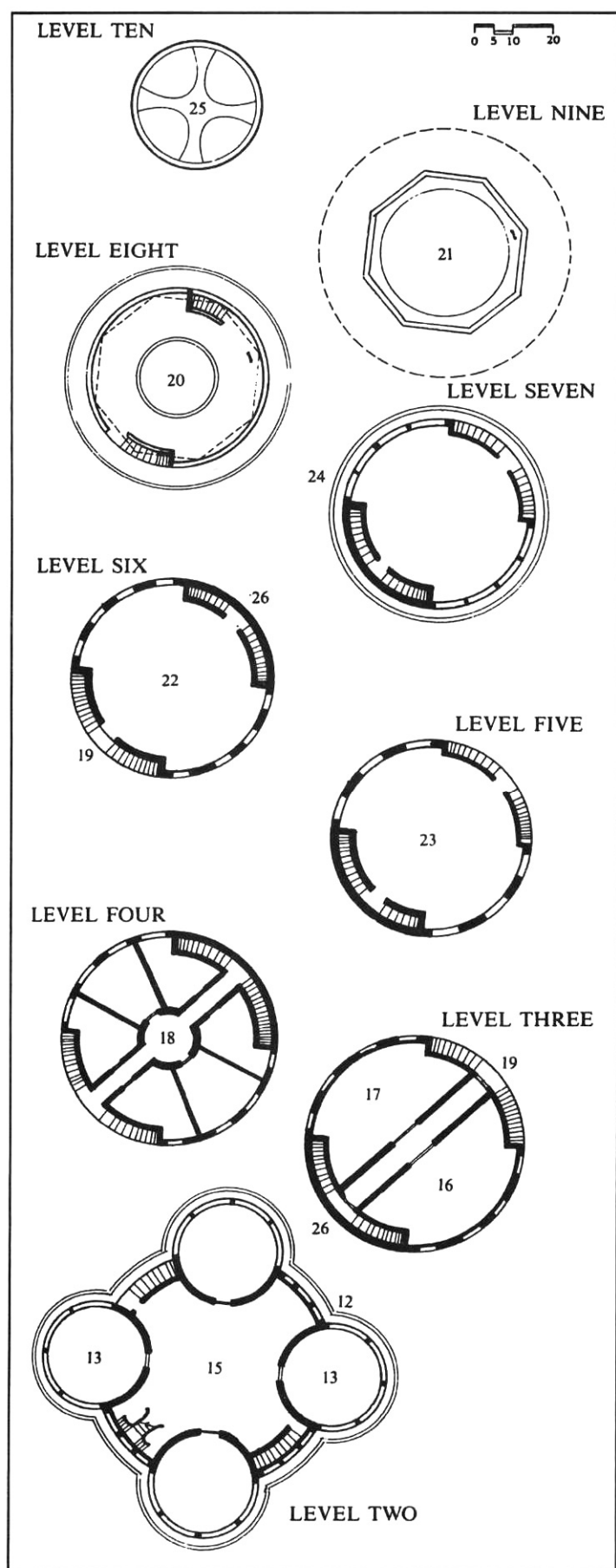
13. The Tombs of the Torbet. The Torbet tribe, native to Lamedon and the upper Ered Torthonion, have their burial complex here.

14. The Blackroot. Enlarged by the stonework of the Coentis, this natural cavern is the source of the River Morthond. Several rivulets spring forth from the rock at various points along the walls of this chamber, and gather to form the headwaters of the river in the ravine beyond.

15. The South Door. This arched entry way is identical in design and function to its counterpart at the opposite end of the Paths (#2). Following alongside the Morthondstream, the road continues to descend southwards into a deep-cloven ravine, open to the sky, but too narrow to permit much light. The ravine terminates abruptly, breaking through the sheer mountain wall into the uplands of the Mornan.



The Blackroot



7.3 TIRITH AEAR

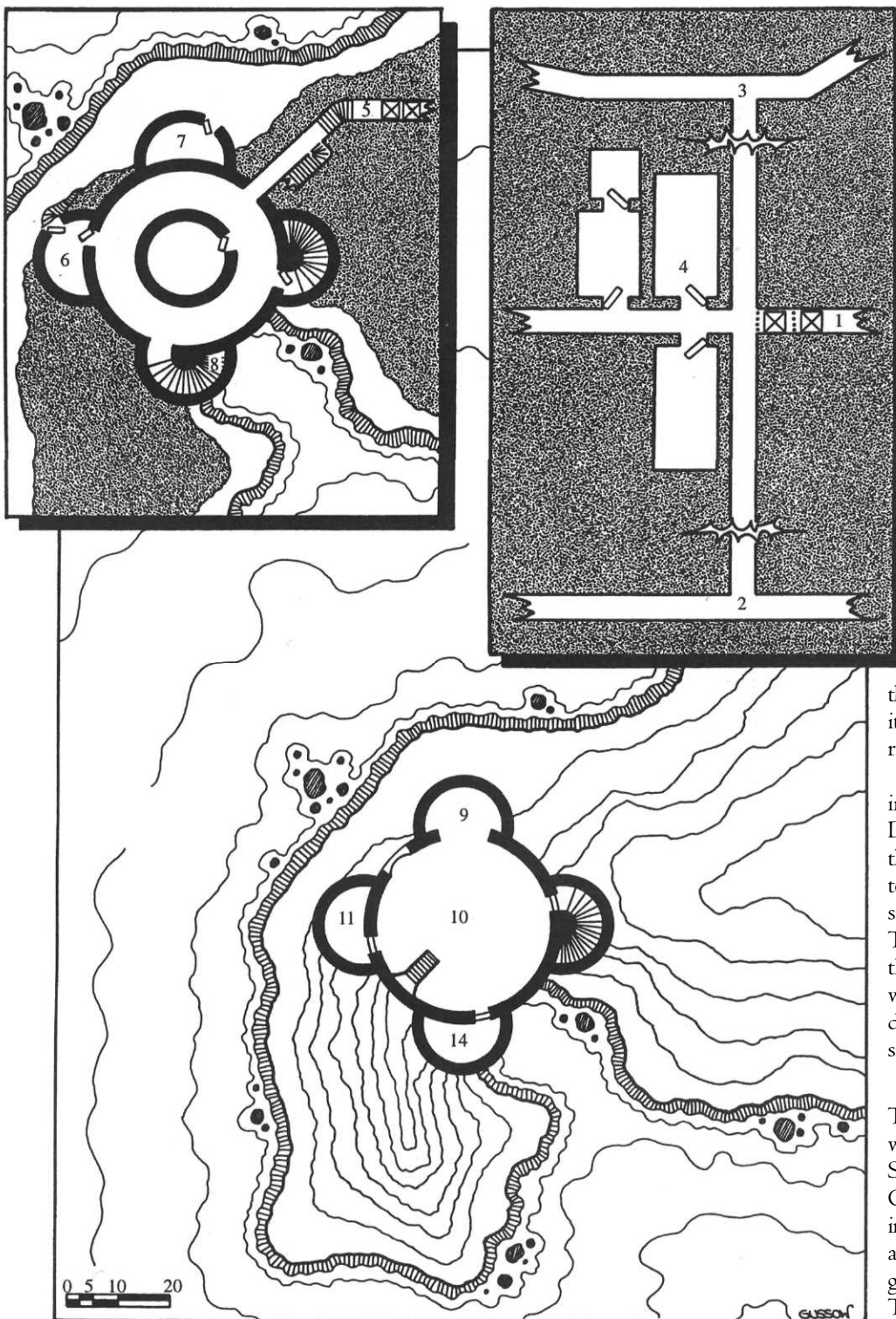
The Tirith Aear (S. "Sea-ward Tower") was constructed by the Sinda lord Amroth between 1600 and 1620 of the Second Age. Its purpose was to provide an impregnable stronghold and refuge for the Elves of nearby Edhellond in the event that Sauron's forces should attack that haven from over the passes of the White Mountains to the north. The Sea-ward Tower rises a full three hundred and fifty feet above the sheer precipice of the rocky promontory of Dol Amroth, overlooking the waters of Lond Cobas nearly a thousand feet below. Tirith Aear was never besieged by a foe, and the only architectural addition to the tower was a huge bronze bell, which Galadriel, the tower's later guardian, installed in its highest chamber in T.A. I.

TIRITH AEAR'S DESIGN

From the time that her custodianship of Tirith Aear began, Galadriel is said to have strengthened the tower's foundations with the adamantine power of Nenyà, so that none but the Valar might bring it down. The base of the tower's main spire is reinforced by four semi-circular spurs, each of which supports a roofed gallery. Above the galleries, Tirith Aear stands like a single marvelous pillar. Only tall, narrow windows and a single, inset spiral staircase serve to punctuate the upper portion of the tower.

The staircase gently spirals around the outside of the structure. Only five feet wide, it actually cuts into the side of the Sea-ward Tower, providing travelers on the steps with a roof above their heads and a solid four-and-a-half foot railing of stone to keep them from falling onto the cliffs below. The stairway permits guards to view at least a portion of the surrounding waters at all times. The white marble of the tower contains striations in the stone, which gleam in the sunlight. The roof is fashioned of blue-toned steel; on a clear day, it blazes like silver.

A three-tiered battlement surrounds the upper reaches of the Sea-ward Tower. Each machicolated overhang juts out beyond the one below, permitting defenders on the parapet above to rain missiles on attackers without interfering with their fellow guards. A three-story section caps the very top of the tower. The upper level sits on a steel-reinforced wooden floor, which can be rotated. This area serves as lounge, meeting hall, and observatory, while the two-story chamber below houses the beacon. Galadriel's great bell is housed in the roof chamber above.



Sea-ward Tower

ENTERING THE TOWER

Prior to the settlement of Dol Amroth by the Dúnedain, the Sea-ward Tower was reached by a narrow path cut into the cliffs, which led from the tower's base along the northern face of the promontory to the natural haven which was later to be known as the Cove of the White Ships. After S.A. 3421, Prince Edhelion connected the

Tirth Aear to his castle on the summit of Dol Amroth by way of three parallel subterranean passages.

Each of these passages houses a wide staircase that climbs down, and then up, inside the hill. The two outermost tunnels pass near the surface of the adjacent cliff-side. Deep, splayed window wells illuminate these stairways. Some of the wells are capped with embrasures or firing turrets, which guard the openings and permit bowmen to shower arrows on anyone foolish enough to attempt to scale the cliff face. All the other windows are barred apertures which are too narrow to force. No windows reach the central passage, which lies deep beneath the rock. Twenty feet wide and fifteen feet tall at the peak of its arched ceiling, this passage serves as the principal avenue between the Tirth Aear and the peak above; its inlaid marble stairs and elaborate stonework suggest its special.

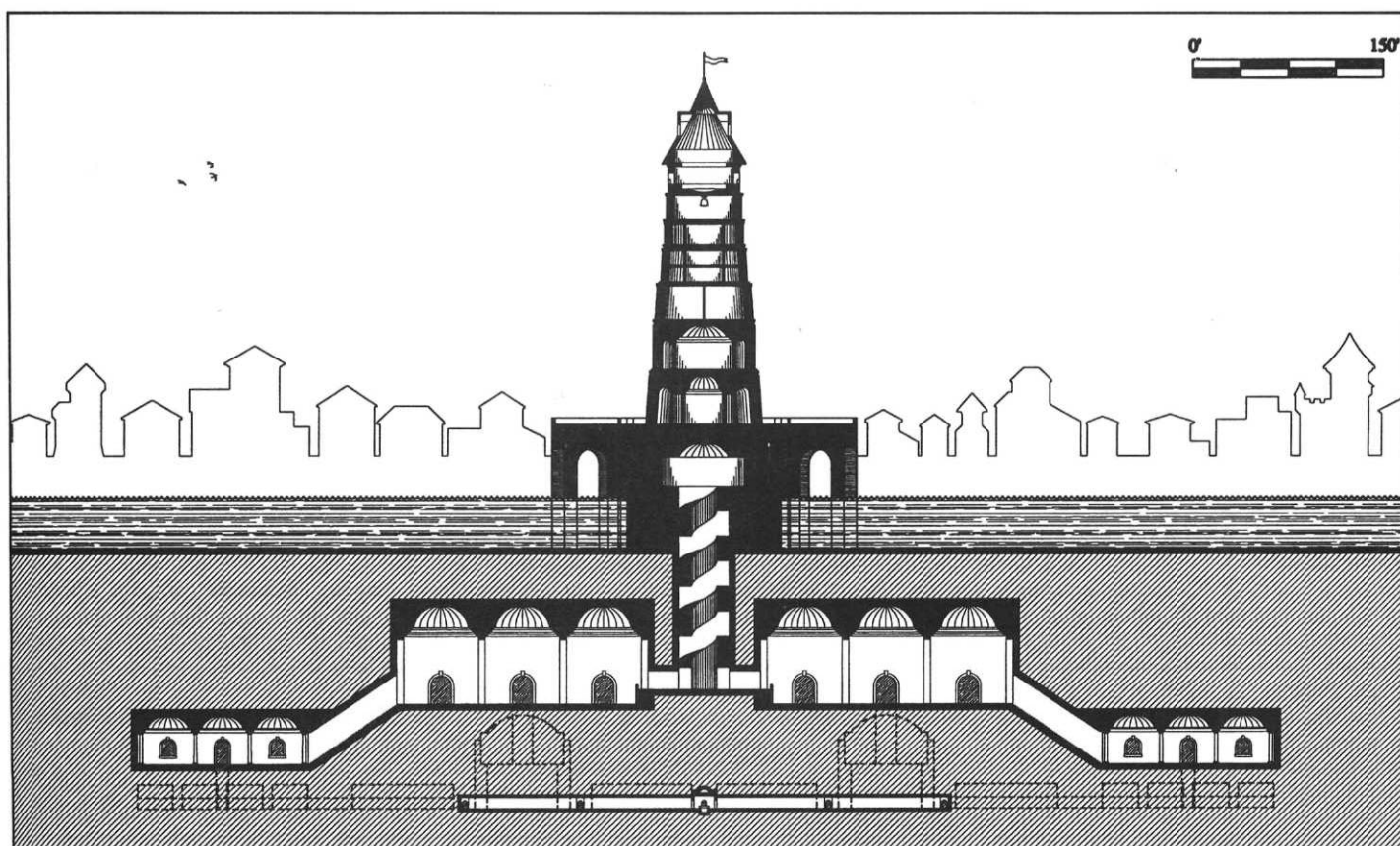
Two other entrances permit access into the Sea-ward Tower. One, the Sea Door, opens onto an ocean-filled cavern that slices into the granite beneath the tower. The other, the Outer Gate, is a simple steel door located in the side of Tirth Aear about seventy feet above the ground. An uncovered stairway winds around the outside of the structure, descending to the ground on the western side of the bastion.

THE BELL AND THE BEACON

The twenty-ton, gold-inlaid Elven bell was cast to commemorate the defeat of Sauron in the War of the Last Alliance. Galadriel placed it in the Sea-ward Tower in honor of the friendship of Elves and Men, for the bell was intended to guard the mariners of both kindreds. The bell tolls on the hour during good weather, and rings every ten minutes

during a storm or in times of poor visibility.

A fourteen-foot-tall lamp, built by Amroth, also serves as a guide for passing mariners. It is located in the chamber below the upper quarters. Huge movable leaded glass panels surround the room, which can be opened or closed,



depending on conditions. Their varied hue colors the light as it projects through the glass, enabling ships to read the compass direction of the beam by analyzing its coloring: white for west, blue for north, red for south, and yellow for east.

THE LAYOUT OF TIRITH AEAR

1. Central Hall. Serves as the principal link between Tirith Aear and the prince's castle. The passage is guarded by seven sets of barriers, each of which consists of a portcullis, a steel door, and another portcullis. All the doors and portculli are Very Hard (-20) to open.

2. South Hall. Running along the southern face of the peninsula, this hall is intersected by ten short side passages, all of which lead to a parapet or embrasure. The passage is guarded by five sets of doors, each of which has a pair of portculli flanking the door proper. All the doors and portculli are Very Hard (-20) to open.

3. North Hall. This passage guards the northern cliff. It contains four sets of doors, each of which has a pair of portculli flanking the door proper. All the doors and portculli are Very Hard (-20) to open. The eight side passages lead to either embrasures or turrets.

4. Outer Barracks. Located off the Central Hall, the barracks quarter the outer guard of Tirith Aear. A kitchen and mess hall adjoin the transverse passage that joins the complex to the North and South Halls.

5. Main Gate. The entryway is guarded by a pair of portculli staggered between two pits, accessed by draw-

bridges. The door and portculli are Extremely Hard (-30) to open. A guardroom above the entry permits defenders to attack assailants via murder holes.

6. Outer Gate. Accessed by a narrow stair that leads to a cliffside path which once led to Lond Ernil. The door serves as a sally port.

7. Outer Chamber. This room serves visitors using the Outer Gate. It has no direct access to the tower.

8. Sea Gate. This steel door leads to a stairway that joins the tower to the sea-cave below. A portcullis guards the door from the inside. Like the door, it is Extremely Hard (-30) to open.

9. Feasting Hall. Open to the gallery of the next level.

10. Great Hall. Serves as the audience chamber for the guardian of Tirith Aear. It possesses a raised dais for thrones.

11. Lower Barracks. This side chamber houses the main body of the tower guard.

12. Lower Battlements. A pair of crenelated battlements surround the upper faces of the tower's spurs.

13. Galleries. These roofed galleries are upheld by colonnades, and look out to the Sea through great windows.

14. Armory. This chamber is able to house enough equipment to outfit a thousand warriors.

15. Library. This library contains nearly every scroll and tome that survived the ruin of Doriath. It is the only collection of its kind.

*Hall of the Faithful,
section*



16. Lord's Hall. Amroth (and, later, Galadriel and Celeborn) used these chambers as their personal residence.

17. Guest's Hall. This suite is reserved for dignified visitors to Tirith Aear, and is often inhabited by the Prince of Belfalas when he seeks respite from the daily life of Ost-en-Ernîl.

18. Upper Barracks. These chambers serve as the dwelling for the elite guard of the tower.

19. Outer Stair. Five feet wide, this staircase has incised steps and drains, enabling guards to use it during inclement weather.

20. Lamp Chamber. Essentially a lighthouse. The lamp is set on a great steel wheel. Rotated by a wind-assisted crank, the light casts its projected glow for many leagues. Its aperture creates a powerful beam.

21. Observatory. This chamber holds various astronomical instruments for viewing the stars. Lying just below the roof, the forward sections of its pitched ceiling open to reveal the night sky.

22. Meeting Hall. This chamber serves as a place of council for the guardian of the tower.

23. Sitting Chamber. This level of the tower, with its breathtaking views, is used as a place of quiet and contemplation by the guardians and the visiting princes.

24. Upper Battlements. Three levels of crenelations enable defenders to strike anyone assailing the tower with deadly fire.

25. Bell Chamber. This open area is ventilated by dozens of small windows and drains. It houses the Elven Bell.

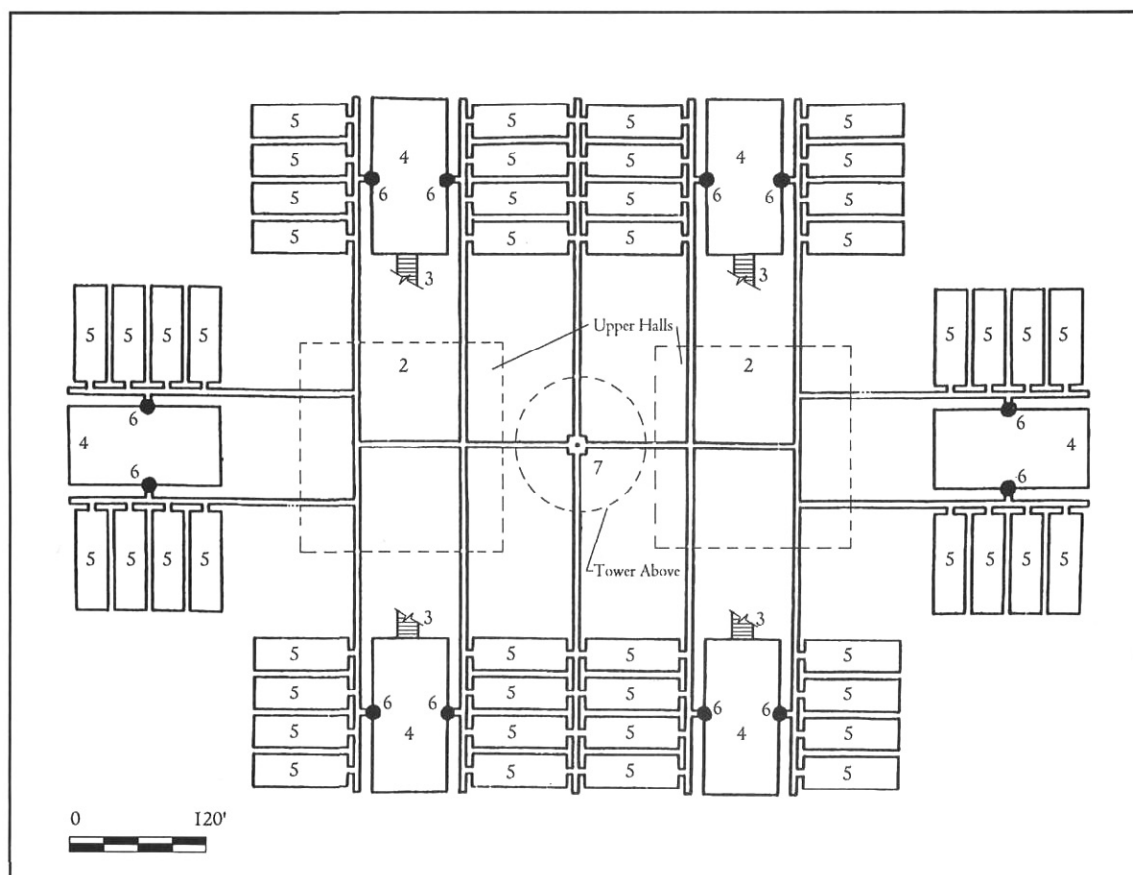
26. Inner Stairs. Punctuated by barrier doors which are Very Hard (-20) to open, these stairs run inside the outer walls and unite the tower's fourteen levels.

7.4 THE HALL OF THE FAITHFUL

Although never intended for use as a fortress of war, the Hall of the Faithful possesses all the impregnability of southern Gondor's greatest citadels. The Hall of the Faithful was built by Vëantur son of Imrazôr and completed in S.A. 2350, the year that Pelargir received its royal grant of colonial status. Vëantur had conceived of the Hall as a sacred gathering place for the Council of Pelargir, which would serve to express and confirm the league of friendship that held together the colonies of the Faithful in Belfalas Bay. To embody this vision, Vëantur placed the Karma of Aldarion in the innermost sanctum of the Hall, thereby combining Ulmo's and Uinen's guardianship over Pelargir and its allies.

The Karma was stolen from the Hall by Fuinur and Herumor in S.A. 3320, though the protective power of Ulmo's Well continued to bless the haven until T.A. 1450, when the entire Hall was deluged by the waters of Anduin in a violent earthquake. Whether this tremor was an accident of fate or the result of some hidden malice was

*Hall of the Faithful,
lower halls*



never known, but the disaster shook the faith of many in Pelargir, for whom this place had been the most holy site in southern Gondor. The deluge was a tragedy not only because of the damage it caused to the foundations of Barad Aerhir above, but also because it destroyed thousands of priceless and irreplaceable scrolls and tomes from ancient Númenor. After T.A. 1450, a new Hall was constructed on another site in Pelargir. (See Section 6.I, #6.)

THE HALL'S DESIGN

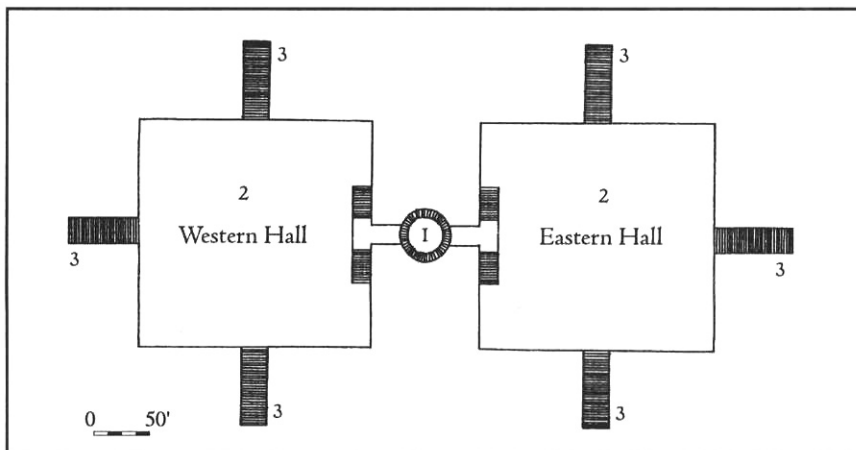
The Hall of the Faithful was a work of unique and marvelous design, not only because it was delved downwards into the solid rock upon which the haven rested, but because the Vala Ulmo himself had a part in its shaping. The Hall is, in fact, nothing less than the sacred grotto of Ulmo's Well, emptied of its waters and finished by human labor. The legend of the Hall's founding is that Vëantur went to Tol Aerhir in the midst of Pelargir's garth to take counsel with himself concerning the matter of where such a Hall should be built. As he looked into the Eithel Ulmo, pondering this question, the waters receded, as though in answer. Upon descending into the depths of the dried-out grotto, Vëantur beheld immense vaults and natural stone chambers, delved by Ulmo in the beginning of the world.

Soon thereafter, Vëantur set all of the master stonewrights and architects in Pelargir to transform these grottos into halls for the meeting of minds and the preservation of lore. Around the central cavity was built a spiraling staircase, leading down to the floor, more than two hundred feet below. Two further levels of halls were delved from the grottos beneath this main opening, and within the deepest chamber was discovered the fount of Eithel Ulmo. Here Vëantur set the Karma. The two upper halls were designed for the annual gatherings of the council and the league, but the lower halls, where Ulmo's power was strongest, were made into a vast library and repository of the wisdom of Númenor. Several air shafts were also bored through the rock to connect and ventilate all of the Hall's many chambers.

THE LAYOUT OF THE HALL

1. The Central Stairwell. This two-hundred-foot vertical shaft is encircled by the only stairwell leading in and out of the Hall. After T.A. 923, the stairwell is accessed from a strong gate and portcullis located in the headquarters of the royal fleet. (See Section 7.6, #1.) At the base of the stairwell is an antechamber with entrances to the upper halls on either side of it.

2. The Upper Halls. Secondary stairwells descend from the entrances of the central stairwell into two large halls of identical design. These massive chambers are two hundred feet to a side, and reach a domed ceiling of nearly



eighty feet. Circular daises rise in the middle of these halls, which are used by the principals of the Council of Pelargir. The western hall was used exclusively for the special gatherings of the entire Pelargirean League, whereas the eastern hall was used for the council of the haven itself. Over the years, recesses were delved into the walls of these chambers, and from them were carved towering likenesses of the ancient heroes of the haven and its league, beginning with Imrazôr.

3. Stairs to the Lower Halls. The walls of each of the two upper halls possess tall, arched openings, leading down to the lower halls by a further series of stairs.

4. The Halls of Lore. The stairs from the Upper Halls debouch into six smaller halls, which are normally used and occupied by the many scribes and loremasters who act as the custodians of the lower halls. Each devoted to a different sphere of knowledge, the Halls of Lore are filled with tables and desks for the reading and copying of manuscripts. Each hall has its own chief loremaster, who oversees the work of his scribes.

5. The Halls of Books. The lowest level of the Hall of the Faithful contains dozens of smaller halls specifically designed for the keeping of books, scrolls, and other written documents. Each cluster of halls adjoins the Hall of Lore to which the subject matter of its books pertain, but all of the Halls of Books are connected by a series of passages cutting across this level of the complex.

6. The Lower Stairwells. These small, spiral staircases connect the Halls of Lore to the Halls of Books below.

7. Eithel Ulmo. More than three hundred feet beneath Tol Aerhir and the waters of the garth lies the source of Eithel Ulmo, a pool of still water in the deepest chamber of the Hall. The four entrances to this chamber are sealed by steel-reinforced doors. Only the chief loremasters possess keys that will unlock these doors. The well itself is only a few feet deep, and is fed from fissures in the rock. It was here, in the pool, that the Karma of Aldarion once lay.

*Hall of the Faithful,
upper halls*



7.5 OST-EN-ERNIL

Ost-en-Ernil (S. "Castle of the Prince") was built by Prince Edhelion of Belfalas between 3400 and 3421 of the Second Age. The castle was founded upon the summit of Dol Amroth, more than half a mile above the waters of Lond Cobas. A massive fortress of modified concentric design, Ost-en-Ernil was (with the possible exception of Tirith Aear) the strongest citadel in southern Gondor. Although its adjoining town of Lond Ernîl occasionally suffered damage from the depredations of the Corsairs, no enemy has ever attempted to assail the indomitable fortress of the prince.

OST-EN-ERNIL'S DESIGN

On the three seaward sides of the fortress, the sheer rock face poses a virtually unassailable obstacle. Thus, Ost-en-Ernîl is designed mainly with an eye to defense from the landward side, where the slope is less severe. There are numerous levels to this defense, each positioned so as to support the one before it. Ost-en-Ernîl is constructed principally of granite, but all the curtain walls and towers are faced with white limestone.

Ost-en-Ernîl displays its beauty, while much of its strength lies hidden. The cellars underneath the Great Hall lead to cisterns, storage vaults, and vacant chambers suitable for housing refugees in time of crisis. Tunnels run from the outer towers to various parts of the keep, allowing troops to strike by surprise at the rear of any enemy who breaches the walls.

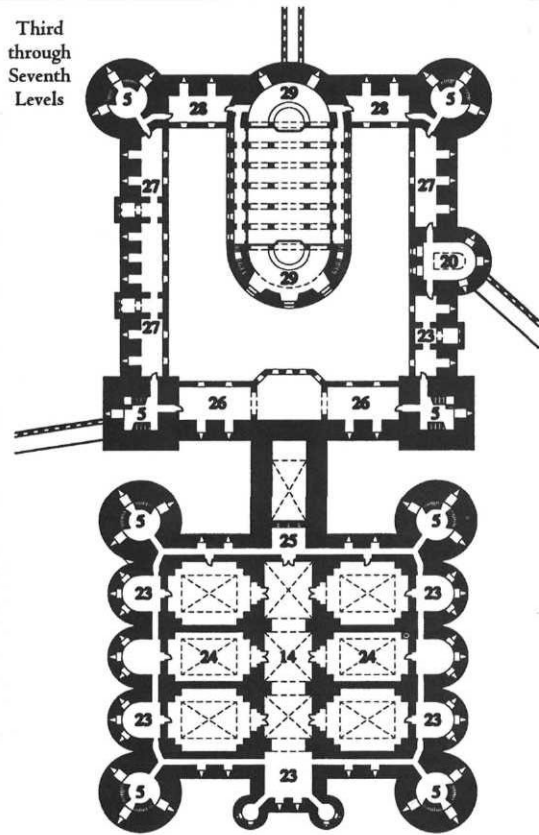
KEY TO THE LEVELS

	Great Hall	Keep
<i>Ground Level</i>	Cellars, Stores, Stables	Cellars, Stores, Tunnel Entries
	Great Hall	Keep
<i>Second Level</i>	Great Hall, Kitchens, Stables, Smithy, Guard Barracks	Keep Entrance, Guard Stations, Audience Chamber, Council Chambers
	Great Hall	Keep
<i>Third Level</i>	Knights' Apartments	Court Residences
<i>Fourth Level</i>	Knights' Apartments	Court Residences
<i>Fifth Level</i>	Gallery of the Great Hall	Court Residences
<i>Sixth Level</i>	Knights' Apartments	Prince's Family Quarters
<i>Seventh Level</i>	Knights' Apartments	Prince's Quarters, Quarters for Prince's Guard
	Great Hall	Keep
<i>Eighth Level</i>	Battlement,	Great Library, Reverance Hall Tower Rooms of the Great Hall
<i>Ninth Level</i>	Tower Battlements, Hall Roof	Battlements, Attics, Servants' Quarters
<i>Tenth Level</i>	Tower Roofs	Top Fighting Level of Middle Towers, Archer Posts for Corner Towers
<i>Eleventh Level</i>	—	Archer Posts for Corner Towers
<i>Twelfth Level</i>	—	Top Fighting Chambers for Corner Towers

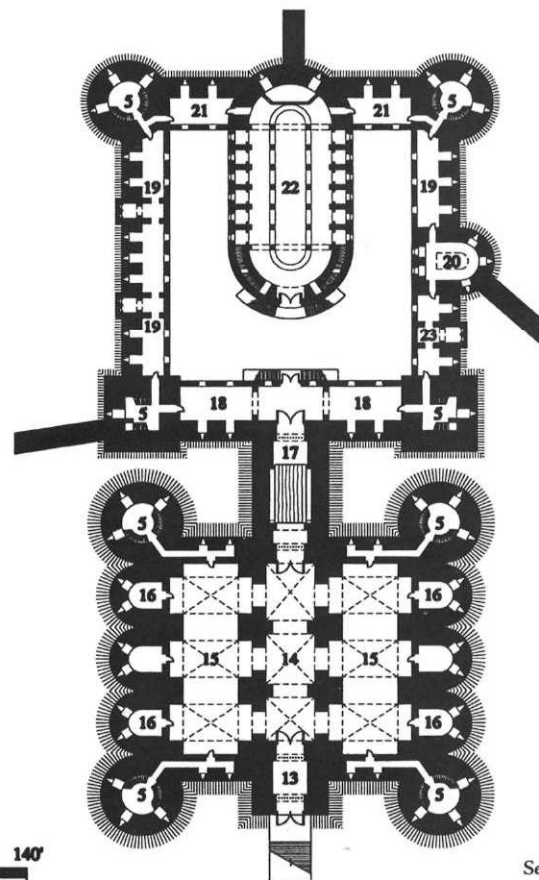
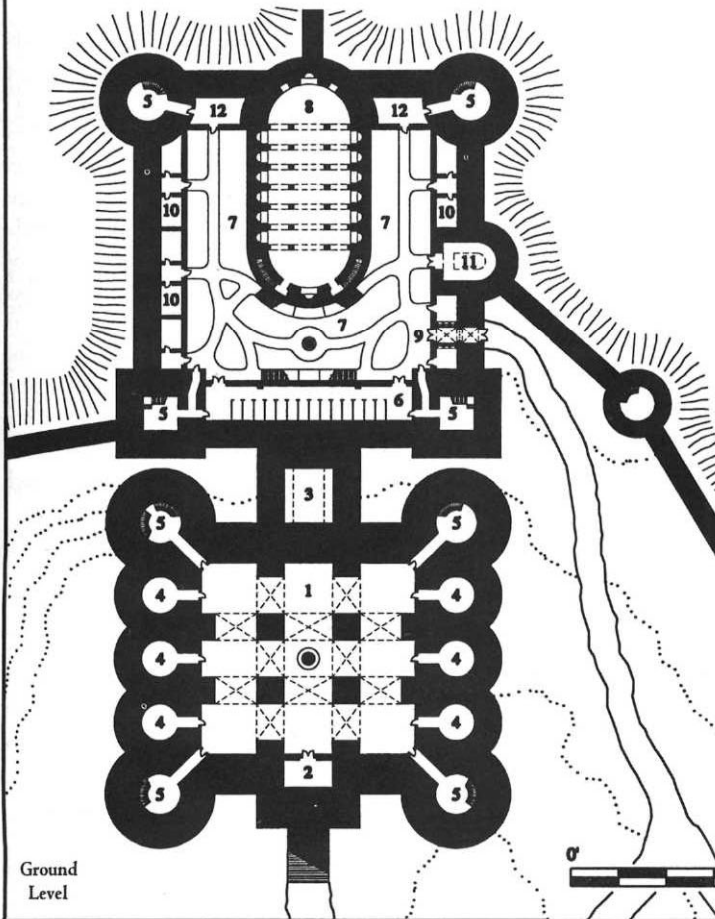
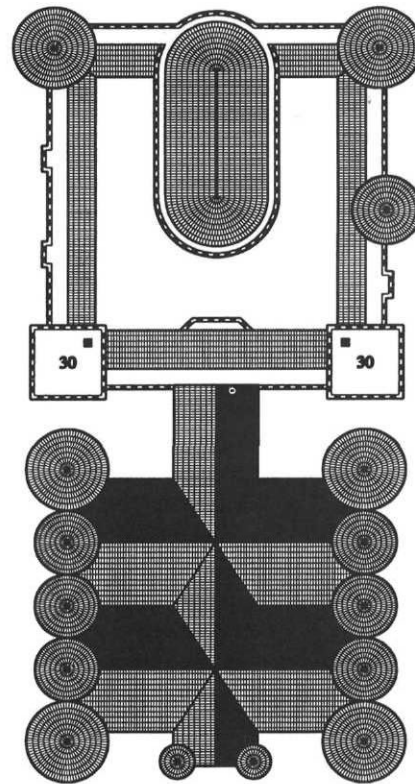
KEY TO THE CHAMBERS

1. Main Cellar Vault (food stores, well)	16. Council Chambers/Archer Posts
2. Questioning Chamber	17. Connecting Gate (drawbridge; open above)
3. Oubliette (pit, drawbridge above)	18. Guards' Hall
4. Cells	19. Guard Barracks
5. Stair Tower	20. Armory Tower
6. Stables	21. Kitchens
7. Courtyard (herb gardens)	22. Great Hall (open above to balconies, galleries)
8. Cellar Vaults of the Great Hall (food stores)	23. Guard Chambers/Archer Posts
9. Courtyard Gate	24. Residence Suites (Prince, his family, courtiers)
10. Servants' Quarters	25. Drawbridge Winches/Archer Posts
11. Castellan's Quarters	26. Knights' Hall
12. Smithy (armorer)	27. Knights' Quarters
13. Front Gate	28. Captains', Quarters (Guard Captain, Lord Knight)
14. Central Hall	29. Balcony (third level only; open above)
15. Keep Hall	30. Catapult Platform (access via roof hatch ladder)

Third
through
Seventh
Levels



Eighth
through
Twelfth
Levels



Ground
Level



Second
Level



7.6 BARAD AERHIR

Barad Aerhir (S. "Tower of the Sea-lord") was raised upon Tol Aerhir by King Eärnil I in T.A. 923. The tower was damaged in the disastrous earthquake of T.A. 1450, but its foundations were restored by Prince Aldamir (then the Captain of Ships) within that same year. Although it fell into decay as the Third Age drew on, Barad Aerhir was never wholly ruined. It was restored by Elessar in F.A. 4 to commemorate the king's anticipated capture of Umbar during the following year.

BARAD AERHIR'S DESIGN

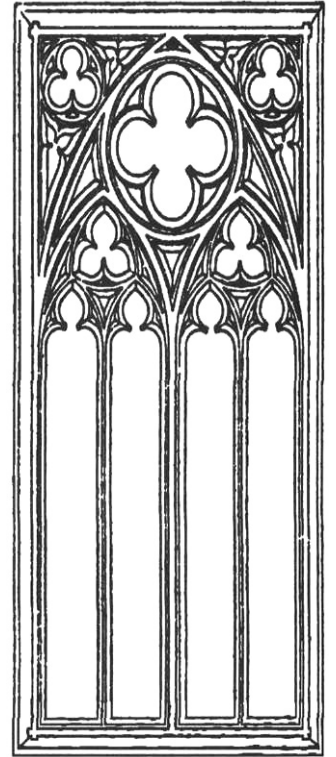
This 210' high tower dominates Pelargir's skyline and is its most famous landmark. It has several functions: watch-tower, keep, and the provincial lord's headquarters during war. Watch is continually maintained on the upper level, where wood for beacon fires is also stored. Other means of communication include a great bell and trained birds. The lower levels house guardrooms, storerooms, barracks, a kitchen, a dining hall, a library and the Chamber of Records. The fifth level is reserved for the use of the lord and high-ranking navy officers. The tower's stores of provisions are enough to supply the garrison for several months.

The tower rises from Tol Aerhir, itself nearly sixty feet in height. The slips in its sides open into a huge grotto that houses ships of the Royal Fleet, and which is heavily guarded against intrusion. There are stairwells leading from the outer piers through enclosed shafts to the top of the isle, as well as around the sides of the massive foundation directly beneath the tower. These latter lead to the headquarters of the Royal Fleet and the entrance of the Hall of the Faithful.

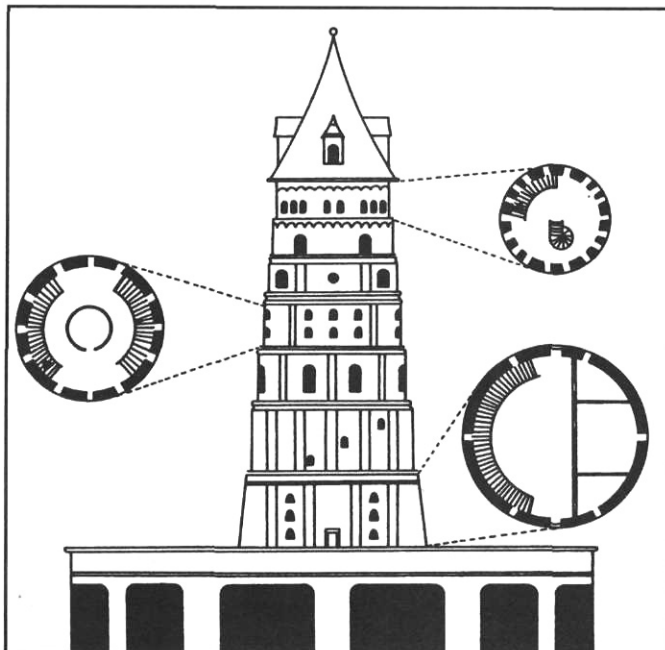
The top of the isle is a large open terrace sporting cranes and cargo winches around its sides. Patrols from the Tower Company cross this area twice an hour. There are no doors into the tower at this level. To enter, one must climb an exterior stairway around its sides, at both ends of which are posted guards.

THE LAYOUT OF BARAD AERHIR

- 1. Stairway.** Ascends to the second level and descends to the headquarters of the Royal Fleet. The stairs down are seldom used, and barred by a locked oak door.
- 2. Storage.** Contains foodstuffs, firewood, and other consumables for the Tower Company. It is locked to prevent theft.
- 3. Lower Barracks.** Ten to twenty guards off duty can be found in each of these rooms. Their weapons are hung on racks beside their beds and can be reached at a moment's notice. Arrow-slits allow them to fire on outside intruders.
- 4. Main Entrance.** The massive steel doors are kept locked and guarded from both outside and inside. The outer guards use a bell signal to the inner guards whenever someone approaches on the stairway. Behind the doors is a twenty foot corridor with guard posts in its walls. At both posts, a lever drops a portcullis across the far end of the corridor when lifted. The portcullis must be winched up from the inner rooms after it is dropped. Trapped intruders can then be fired upon from the adjoining guard rooms through arrow-slits in the walls.



*Tower of the
Sea-lord*



5. Assembly Halls. Built for the lord's wartime councils, these halls are used regularly for briefings by the wardens and their subordinates. They are locked and empty when not in use.

6. The Chamber of Captains. In this hall the high-ranking navy officers hold conclaves.

7. Upper Barracks. Similar to the Lower Barracks (#3).

8. Kitchen.

9. Dining Room.

10. Library. This is an annex to the Chamber of Records.

11. The Chamber of Records. A massive, two-story complex that houses the lord's archives (and, after the T.A. 1450 disaster, the largest collection of written knowledge in Lebennin).

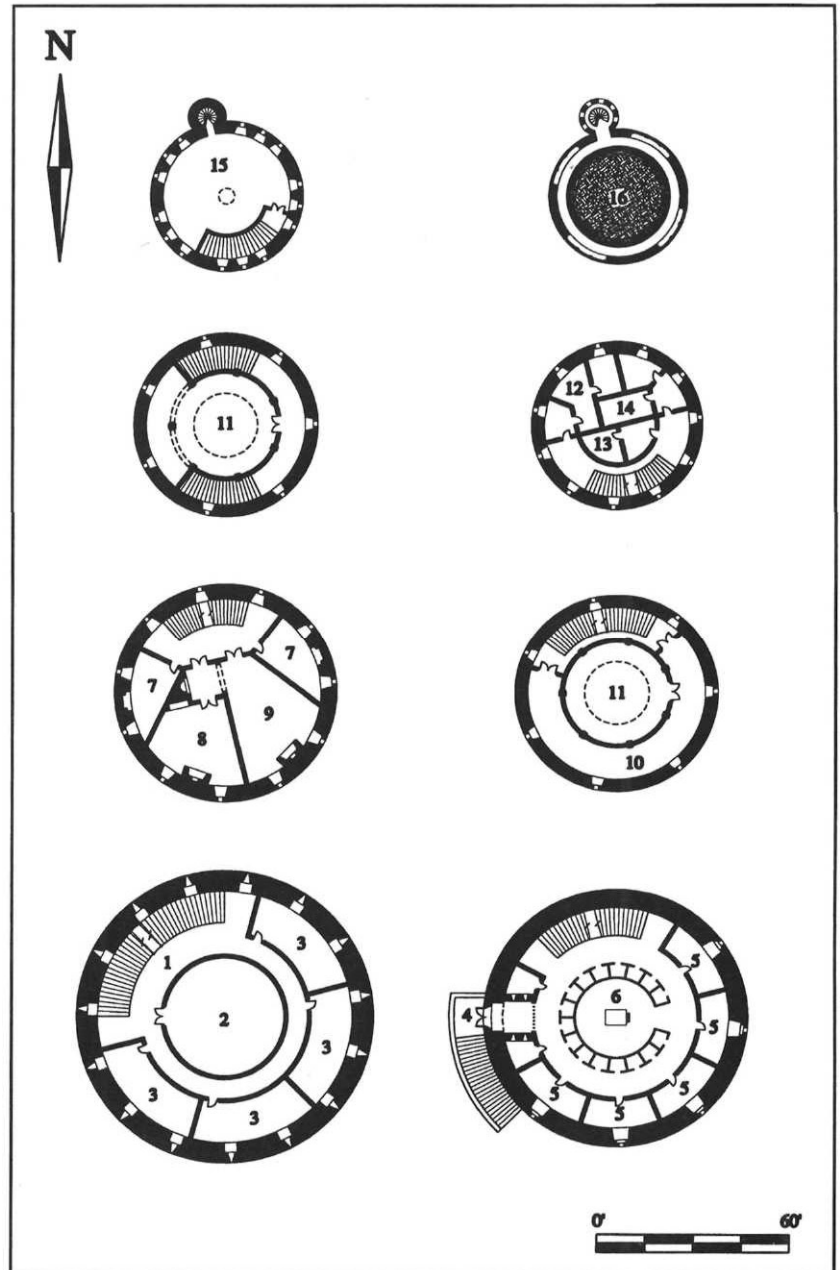
12. Lord's Quarters. The private apartment of the Lord of Lebennin, never occupied in peacetime.

13. Commander's Quarters. Similar to the Lord's Quarters (#12). The Commander of the Guard Squadron visits these quarters at regular intervals.

14. Warden's Quarters. Intended to be shared by the captains of the Guard Squadron during a siege, though they seldom use the rooms in peacetime.

15. Tower Watch. This colonnaded room permits a breathtaking view of Pelargir. Four guards are always present there to keep watch on the horizons. Firewood for the beacon is stored here, together with coops for the tower's carrier pigeons. The stairs to this level are barred by a locked steel door. A spiral stairway ascends from the Watch to the beacon itself.

16. Beacon. The beacon is a shallow twenty-five foot bowl filled with firewood. A multitude of thin channels penetrate the bowl to feed the fire with a continuous flow of air. Around it is a walk-way, open at four sides between the piers supporting the vaulted roof above. Only a thin railing protects the operator from a three hundred foot drop while he walks around the beacon and sticks burning torches into it. Once the wood catches fire, he must quickly descend to the level below, for no living thing can withstand the heat when the beacon blazes. Lighting the signal without due cause is considered treason.



*Tower of the
Sea-lord*



*Environs of
Imrazôr's
Hallow*

8.0 THE LOST ELENDILMIR

This section presents a series of interconnected adventures set in southern Gondor in T.A. 1450. The adventures launch player characters on a quest for a long lost Númenórean artifact, the Elendilmir, and put them into conflict with other groups and individuals who are also searching for it. As the quest for the Elendilmir takes place during the immediate aftermath of the Kin-strife, the adventure can serve to link the present module to many of the events and characters portrayed in ICE's *Kin-strife* sourcebook.

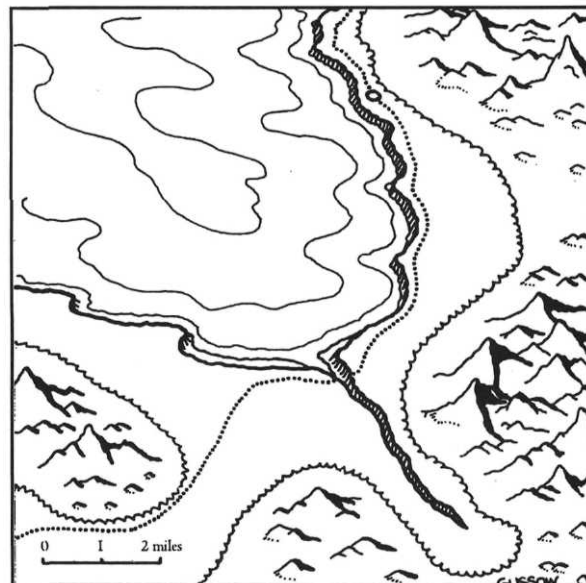
8.1 THE TALE OF THE ELENDILMIR

The Elendilmir is a jeweled mithril circlet named after Tar-Elendil, the fourth King of Númenor, who ruled from S.A. 590 to S.A. 740. Tar-Elendil had three children, the eldest of whom was a daughter, Silmarien. At that time it was not customary among the Númenóreans for the female to inherit the scepter; still, to honor his eldest child, Elendil caused a white star of Elvish crystal to be set upon a fillet of mithril for her. This was called the Elendilmir (Q. "Elendil's Jewel"), and many like it were afterwards fashioned by the smiths of Westernesse in imitation of the original.

Silmarien wedded Elatan of Andúnië, and their son Valandil became the first Lord of Andúnië, from whom the Kings of Gondor are descended. Valandil inherited the Elendilmir from Silmarien his mother, and so it passed down from father to son for nearly twenty-eight centuries, until it was lost with Isildur in the waters of Anduin in the second year of the Third Age. The Elendilmir of Silmarien had been worn by both Isildur and his father as the symbol of their high kingship over the Realms-in-Exile, since it was their descent through Silmarien which linked them to the sacred blood of Elros Tar-Minyatur.

The fate of the Elendilmir was never recounted in the annals of the Third Age. With its loss, the Kings of Gondor and Arnor assumed different symbols of rule, and their realms became estranged. Following the War of the Ring, however, the lost Elendilmir was discovered once again. When Aragorn Elessar reunited the Realms-in-Exile, he ordered the restoration and search of the abandoned tower of Orthanc, which had been occupied by the traitor Saruman. There, in a hidden vault, lay the ancient Elendilmir.

It was guessed that the wizard had recovered this priceless heirloom from Isildur's watery grave in the Vale of Anduin, yet none could say how exactly Saruman had come by it. Indeed, even had they known the full tale of Isildur's fate, the mystery of the Elendilmir would still



have eluded them. For (unbeknownst to all) the jeweled circlet that perished with Isildur in the north was not the Elendilmir of Silmarien, but one of those fillets crafted in the likeness and image of the original. The tale of the true Elendilmir, and the chances that brought it to the awareness of Saruman, are the subject of this tale.

THE DOWNFALL OF NÚMENOR

Some three hundred years after the forging of the original Elendilmir, it became customary for the kings and queens of Númenor to wear a filleted white jewel upon their brow. Unlike the Elendilmir of Silmarien, however, an individual circlet was crafted for each ruling monarch. But among the Lords of Andúnië, there was only one Elendilmir, passed on from generation to generation.

The Eldar presented the star-like crystal as a gift to each new king or queen upon their assumption of the scepter. This tradition ceased when the Shadow fell upon Númenor and the King's House became estranged from the friendship of the Eldar; yet Tar-Palantir, the last Faithful King of Númenor, wore an Elendilmir given to him by Amandil, Lord of Andúnië, who was kin to Lindórië, the king's wife. But Tar-Palantir refused to keep that Elendilmir in death, bidding instead that the circlet be given to Amandil's own son, Elendil, who bore the jewel's namesake.

Thus it was that when Amandil passed into the West, Elendil, his son, inherited not one but two Elendilmíri of identical appearance (though not of equal antiquity). Tar-Palantir's gift of his own circlet had been made in secret, so that not even Elendil's own sons, Isildur and Anarion, knew of it. It is said that Tar-Palantir was far-sighted, but whether or not he made his gift to Elendil with foreknowledge of the role it would play will never be known. Both Elendilmíri—Silmarien's and Tar-Palantir's—were brought by Elendil out of the wreck of Númenor to Middle-earth, and there became the symbol of his rule.

THE WAR OF THE LAST ALLIANCE

Elendil brought the twin mithril circlets with him on his march with Gil-galad to the gates of Mordor in S.A. 3434, but would not suffer himself to wear the elder of the two jewels in battle, lest the chief heirloom of his house be exposed to danger of capture by the Enemy. Instead, the Elendilmir of Silmarien he placed in the care of Carnendil of Serni, a loyal esquire to his son Isildur, ordering him to bear this treasure to the sanctum of Imrazôr's Hallow on Tolfalas, where it should lie safe until the war was over.

As it turned out, both Elendil and Carnendil perished before either could inform the high king's sons of the true Elendilmir's location. After avenging his father's death, Isildur raised Tar-Palantir's circlet from Elendil's fallen brow (mistakenly thinking it to be Silmarien's Elendilmir) and claimed it as his own. It was this Elendilmir which was lost with Isildur in the waters of Anduin. But knowledge of the true Elendilmir's existence and location, though it remained hidden for a long time, was never entirely lost.

Prior to his own death, Carnendil had written a letter to his mother, telling her of the events of the war. Among other matters, he mentioned the king's orders for him to secure the Elendilmir on Tolfalas. This letter Carnendil entrusted to Madoc, his Daen servant, and ordered it delivered straight to Carnendil's family estate in Methed Lebennin.

When Madoc arrived, he found that Carnendil's mother had just died from an illness. Upon delivering Carnendil's letter to the steward of the manor, Madoc was given a purse as thanks for his service to the family, and told to return to his home village. Carnendil's letter was placed, unopened, in the family archives, and was soon forgotten. In T.A. 712, these archives were deposited in the vaults of the Hall of the Faithful in Pelargir; but still, nobody was to read the letter for another eight centuries.

THE THEFT OF THE ELENILMIR

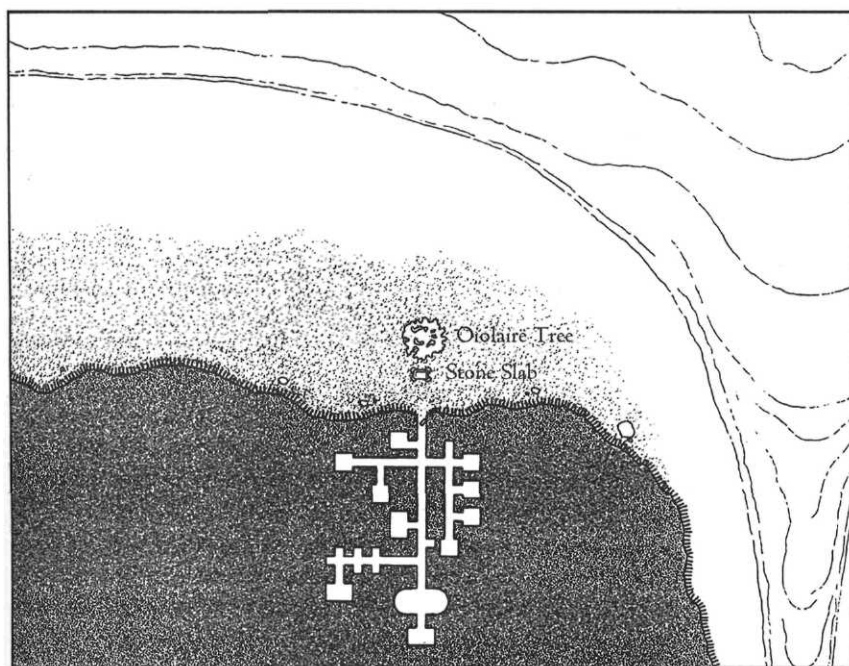
While Carnendil's letter lay unread in the Hall of the Faithful, the forgotten Elendilmir rested inviolate within Imrazôr's Hallow on Tolfalas. However, when the hallow was plundered, the Elendilmir was carried off by Lord Duranil, who had been Warden of Tolfalas during the Usurper's reign (T.A. 1437-1447). With the withdrawal of Castamir's family and supporters from Pelargir, Duranil too resolved to depart Tolfalas for the protection of Umbar; but the warden would not abandon his charge without first despoiling the sacred tombs of his family's chief rival, the line of Imrazôr.

Having no more knowledge about the fate of the true Elendilmir than anyone else in Gondor, Duranil indiscriminately included the artifact among the rest of the booty. Duranil made his escape from Tolfalas with the plunder in his ship, the *Borgil* and attempted to navigate a southward course to Umbar. The Lady of the Seas, however, exacted swift vengeance upon the defilers, sending upon them a sudden storm which drove Duranil and his crew westwards, past Methrast and towards Anfalas, where their ship was wrecked.

With the exception of Duranil himself and two soldiers, none of the *Borgil's* crew survived Uinen's wrath. Realizing that they were now in dire straits, being without ship or crew, but needing to escape southern Gondor undetected, Duranil and his surviving companions turned their flight landward, seeking the passes of the White Mountains in hopes of reaching the confederate naval garrison at Tharbad, which had not yet withdrawn to Umbar. The Elendilmir went with them, along with the few remaining treasures they were able to salvage from the wreck.

But divine retribution had not yet finished with the thieves. Some days later, the three men, trekking northwards along the course of the River Morthond, were ambushed, robbed, and killed by a company of Daen mercenaries, who had served in Castamir's army at the Battle of Erui and who were now returning to their highland home. These Daen buried the corpses of Duranil and his companions in a shallow grave, and took with them the dead men's treasure to their village of Slaem Caradog, one of the few remaining dwelling places of living Oathbreakers in southern Gondor, in the high mountain country above the Mornan.

The headman of Slaem Caradog was troubled by the news of the slaying, since he recognized that the Elendilmir was indeed a mighty artifact of





old, and feared that the Dúnedain would surely exact punishment upon all the village, should the treasure of the slain be found in their possession. It was decided that the Elendilmir should be brought to the Paths of the Dead, where it would be given into the care of their ancestors. When the Elendilmir was brought before the throne of Morthec the Doomed, deep beneath the roots of the haunted mountain, Ygana the Prophetess perceived its true nature and identity, and counseled the King of the Mountains that they should keep the artifact until such time as one with rightful claim to it should come. "For," prophesied Ygana, "it is ordained that Time shall bring forth living Men to enter our domain in search of this thing; and yet they shall suffer the terror of our presence, and not recoil from our visage, for the power of souls anciently slaughtered in our folly shall defend them; and they shall lay claim to this thing, for good or evil."

THE DISCOVERY OF CARNENDIL'S LETTER

Two years after the Elendilmir found its final resting place in the Paths of the Dead, Carnendil's letter (the last witness to the continued existence and true fate of the Elendilmir) was discovered in Pelargir during the restoration of the Hall of the Faithful.

Earlier that same year, a mysterious earthquake had ruptured the walls of Tol Aerhir, wherein was housed the Hall of the Faithful—the largest surviving library of Númenórean manuscripts in Middle-earth. In the absence of the Karma's magical protection, the drowning waters of the surrounding garth utterly deluged the lower halls, consigning their innumerable and irreplaceable treasures to a watery fate. The earthquake also left the upper levels of the hall severely damaged by ceiling collapse.

The earthquake of T.A. 1450 was a major disaster for southern Gondor. Not only did it destroy one of the most ancient and hallowed sanctums of the Realms-in-Exile along with its cultural treasures, but the structural damage done to the hall threatened to undermine the foundations of Barad Aerhir, which rested on top of Tol Aerhir. The loss of Eärnil's tower would have been a serious blow to the defensibility of Pelargir and, consequently, Prince Aldamir immediately applied all the resources at his disposal to its repair.

Within days of the disaster, the prince had assembled a veritable army of laborers, stone-workers, engineers, and scribes to salvage what could be saved and to secure the foundations of Barad Aerhir. Orders for building materials were sent as far as Anfalas, and scores of river-craft were requisitioned for transporting them across the garth to the imperiled tower and the library beneath. It was decided that all salvageable manuscripts from the hall should be collected and temporarily relocated to nearby warehouses designated for their storage.

Overseeing the recovery and restoration of the library's surviving manuscripts was Parmandil of Serni, chief loremaster and warden of the hall since the city's recapture by Eldacar. Prince Aldamir chose Parmandil for this task

not only because of his knowledge of the hall and its contents, but also because during the Usurper's reign Parmandil had been in charge of similar restoration efforts that had been undertaken in Osgiliath.

It was therefore, perhaps, providential that he who would be the first to read the unopened letter was himself a scion of its author. Being an accomplished loremaster, Parmandil was knowledgeable enough about the traditions of the Elendilmir to *realize* the import of Carnendil's reference to it. Drawing upon his encyclopedic knowledge and insight, Parmandil was able to discern that the fillet which Carnendil had deposited on Tolfalas was none other than the Elendilmir of Silmarien itself.

Surely, Parmandil now reasons, the revelation of the one true Elendilmir could only be a token of grace from the eternal Valar, bestowed upon Gondor in these dark times as a sign of hope for the Faithful. In great eagerness and anticipation, the pious loremaster begins to lay plans for its recovery from Tolfalas and its restoration to the royal house.

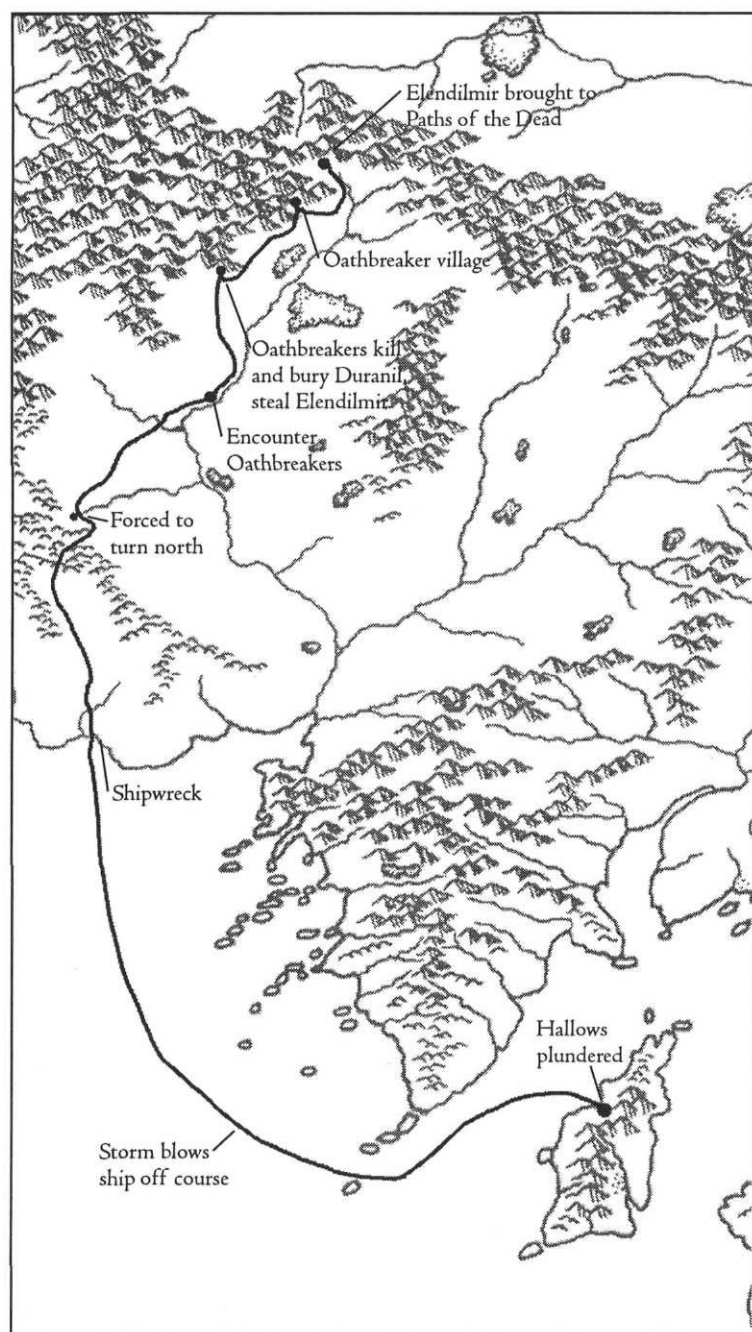
There are others in Pelargir, however, who harbor contrary designs. The massive effort to repair the Hall of the Faithful and to save its priceless treasures has drawn men of power from far and wide to the aid of Prince Aldamir. Two such men have assisted Parmandil in his work, and each has conceived a desire to see to it that Parmandil does not obtain the Elendilmir.

THE STEWARD OF MORNAN

The first of the contenders for the Elendilmir is Daeron, Steward of Mornan and guardian of Estel, heiress to that fiefdom. Although he participated in the confederate uprising against Eldacar's kingship during the Kin-strife, Daeron was allowed to retain his office as a result of crucial military assistance which he provided Eldacar in the eventual overthrow of the Usurper in T.A. 1447. But although his ultimate loyalties are to Gondor and its rightful king, Daeron's ties to the confederates in Umbar run deep—as deep as the bonds of marriage.

One of the reasons for Daeron's political survival during the tumultuous years of the Usurper's reign was the patronage and protection he received from Queen Mûrabêth, whose younger sister, Telerien, Daeron took to wife in T.A. 1441. Daeron considers bonds of loyalty based on family ties to be inviolable, and has maintained his fidelity to Mûrabêth, even in her exile. So long as she lives, Daeron will strive to uphold the honor and power of his Umbarean benefactress.

Daeron believes that the recovery of the Elendilmir on behalf of Mûrabêth may prove essential for securing her political supremacy in Umbar, which has been thrown into doubt by the recent death of her firstborn son, Castaher. In the absence of Castaher's strong leadership of the family, old rivals have renewed their struggle to unseat Mûrabêth's power in Umbar. The possession and display of an artifact of such awesome antiquity and lineage as the Elendilmir would surely tip the now wavering scales in her favor. Daeron intends to procure this for her.



THE WHITE WIZARD

Ever since the loss of the Master-palantír of Osgiliath thirteen years ago, the wizard Curunir (Saruman) has taken a keen interest in the affairs of the South-kingdom. The destruction wrought upon repositories of ancient lore by the vicissitudes of civil war has become an ongoing concern for the White Wizard, who is convinced that the might of the Dúnedain must be preserved as the first line of defense against the eventuality of a return of the Shadow. This preoccupation, for better or for worse, has led Curunir to esteem himself the caretaker and custodian of the legacies of Númenor in its exile.

Curunir views the prospect of recovering the lost Elendilmir with great anticipation, but is not convinced that so ancient and important an artifact should be left idle in the hands of Eldacar, while the North-kingdom suffers disunity under the blows of Angmar. Despite his concern for Gondor, Curunir has always considered Arthedain to be the principal battleground of *his* war—the war between the Servants of Light and those of Darkness—and therefore believes that the Elendilmir should be used to unite the northern Dúnedain.

Curunir, however, has not yet fallen from grace; and though he is proud, and deems his own counsel worthy to be followed—even by the King of Gondor—the wizard will not actually seize the Elendilmir for himself. He is more concerned with keeping watch over it, so that it does not fall into the wrong hands. Nonetheless, if offered the chance, Curunir would not reject the stewardship of Silmarien's jewel.

THE SEARCH BEGINS

When Carnendil's letter was first discovered and brought to Parmandil, the loremaster ordered a summary of its contents drafted and sent to Prince Aldamir, along with a petition for a private audience for counsel as to how best to proceed with the Elendilmir's recovery. Rumors of confederate activity around Tolfalas and Ethir Anduin might well delay the actual expedition for some days yet, since the greater part of Gondor's fledgling fleet must remain in Pelargir until adequate repairs have been made to Barad Aethir.

These circumstances fit both Daeron's and Curunir's plans quite well, as each must buy time to stay in the lead of Parmandil's search (though neither is yet fully aware that the other harbors hopes of using the Elendilmir for his own purposes). Daeron, however, has an advantage over Parmandil and Curunir, due to the fact that (unlike them) he already knows that the Elendilmir is no longer on Tolfalas. It was Daeron, in fact, who in T.A. 1448 was responsible for hunting Duranil down, once it was discovered that the latter had plundered Imrazôr's Hallow.

Of course, Daeron never succeeded in capturing his prey, nor in learning the ultimate fate of Duranil or his booty; but the Steward of Mornan knows where Duranil's trail was last headed—towards the borders of his own territory—and while Parmandil's search party is mired, laboriously trying to piece together Duranil's itinerary

*Route of the
Elendilmir*



from Tolfalas, Daeron will begin the search anew where his power and resources are the strongest. Time will still be precious, once the searchers learn that Daeron has known about the plunder of the hallow all along.

Although he has no knowledge of the steward's intentions, Curunir senses deception on Daeron's part, and resolves to travel first to Minas Anor, in order to consult the palantír concerning the Elendilmir and its true fate. (Although Curunir is not an official servant of the king, Eldacar—like Castamir before him—grants the White Wizard leave to make use of the seeing-stones of Gondor, because of his long-standing friendship with the Dúnedain.) Since the palantíri possess the power to survey the past as well as the present, Curunir hopes to retrace the fortunes of the Elendilmir, as well as to monitor the progress of Parmandil and any other seekers. Once he has established these things to his own satisfaction, the wizard will make his own bid for the lost artifact.

8.2 ADVENTURE: RECEIVING THE MISSION

The discovery of Carnendil's letter has not gone unnoticed. Rumor of its contents has spread, reaching the ears of confederate spies in Pelargir. Desiring to learn what is said about the Elendilmir, these spies intend to steal the letter. To complicate matters for both the spies and its legitimate custodians, Carnendil's letter has just been stolen from Parmandil's scribes by Duinhir, a drunkard ex-sailor who had befriended several of the laborers working at clearing up the hall.

8.2.1 THE TALE OF A PURLOINED LETTER

Unfortunately, security is not what it should be and, after a few days, Halgon, a confederate spy, also obtains a copy of the letter's summary. As soon as possible, he assembles and dispatches a band of spies to get hold of the letter and, if possible, to kill any who may have read it. The spies, led by a man named Beleg, begin by breaking into the home of Dervorin, the scribe who found the letter.

After killing Dervorin (and making it appear as though his death was the result of an accidental fall down the stairs), the spies search the building for the letter. They do not find it, of course, but they do find a copy of a report telling of the letter's disappearance a few days ago. Having used their resources to interrogate various individuals involved in the repair of the hall, Beleg and his men now try to track down the thief.

8.2.2 THE NPCS

DUINHIR

Duinhir is an old sailor, well known around Pelargir's quays for his eccentric behavior: he is both a compulsive drunkard and slightly senile. People on the quays view him as a sort of mascot, and ensure that he does not starve. Duinhir is, in fact, very widely traveled, and has sailed with both the navy and various privateers on many perilous voyages. At present, he is fascinated—almost obsessed—by buried treasure and ancient maps or documents, thinking to find enough gold for a comfortable old age, since all he has to show after more than sixty years at sea is a few copper coins. Now, Duinhir has gotten hold of Carnendil's letter.

Even though he does not understand all of the letter (only that it concerns an old treasure of some kind), Duinhir will not tell anyone of it, unless he is drunk (which will only happen, as often as he can afford it). Duinhir has only a vague idea of what to do, now that he has gotten the letter. Most of his old friends are dead, and no captain in his right mind would arrange an expedition to find some treasure on the basis of Duinhir's vague mutterings.

HALGON

Although, as a wealthy merchant, he views accurate information about the location of the Elendilmir primarily in terms of the monetary reward it will bring him from his confederate patrons, Halgon is well aware of the political potential inherent in such an artifact. Like Daeron, he realizes that the unanticipated reappearance of a long-lost royal heirloom in Umbar might well tip the balance of power in favor of one of the current factions, and that his procurement of such a boon could well become grounds for Halgon's own rise to power among the ranks of the confederate nobility.

Halgon, therefore, has a very personal stake in the recovery of Carnendil's letter, and will spare no resources to that end. In point of fact (should the rumors about the letter's contents be substantiated), Halgon desires not only to obtain the letter, but to sponsor—perhaps even lead—his own search for the artifact. If his minions fail in their mission to find and seize the letter, Halgon will order Beleg to keep watch on its guardians, and to follow them should they actually embark on a quest to win the Elendilmir. At any rate, Halgon wants to ensure that he ends up in possession of the artifact, so that he will have the ultimate bargaining chip in the arena of Umbarean power. (See Section 9.1.2 in *Southern Gondor: The People* for further details about Halgon.)

BELEG

A young, ambitious confederate spy, Beleg is prepared to do anything to succeed. He cares only about power, and thinks the means of getting it irrelevant. His extreme ruthlessness has made Beleg a successful spy, but has also led to difficulties—in essence, he frightens people. Beleg's extensive training in deception compensates to some extent for his ruthless behavior, but people tend to remember him nonetheless. He has a good idea of his men's capabilities, and knows how to use them to best effect. Beleg is short and thin for a Dúnadan, but quick and dexterous, and skilled with a variety of weapons.

OHTAR

Ohtar is Beleg's right-hand man and bodyguard. He is extraordinarily proud of his Númenórean heritage, and strikes most people as arrogant. For this reason, Beleg keeps him in the background until he is needed. Ohtar is a very skilled swordsman, but does not flaunt this, preferring to take his foes by surprise. He dreams of taking Beleg's place as leader of the band, but is, in fact, afraid of the responsibility. He will not take any action against Beleg unless provoked in some manner.

BARTHANAN

A Haruze cutpurse, Barthanan is supposed to be the "stealth" component of Beleg's group. He is quite good at what he does, and thinks that working for Beleg will ensure him future employment by the confederates. As a consequence, Barthanan is fairly loyal. Barthanan dislikes violence, but realizes that it is sometimes necessary. Barthanan is short (5'6") and broad, a fact that belies his extraordinary dexterity.

PARMANDIL

The aged loremaster is severely troubled by the disappearance of Carnendil's letter, especially in view of his attribution of its recent discovery to divine providence. Evil forces must surely be at work, he reasons, and the tragic demise of Dervorin has served only to confirm Parmandil's fears (though he has no villains to point to, as of yet). Parmandil will spend the majority of this adventure at the Lord's House, urging Prince Aldamir to strengthen the guard and to commence with an immediate investigation of the theft.

The loss of the letter has completely occupied Parmandil's mind, and he has halted all plans for the actual recovery of the Elendilmir, despite the fact that he already knows (or thinks he knows) where it is hidden. So distracted is he by his travail, that for the moment Parmandil has not paused to consider the possibility that someone else might even now be attempting a quest to Tolfalas to win the artifact. Neither does the loremaster conceive that his own knowledge of the letter's contents may cost him his life; hence, Parmandil has taken no precautions for his own safety, and would be an easy target for Beleg.

ALDAMIR

Despite the fact that the city and haven of Pelargir are presently under the military jurisdiction of his father's appointee, Prince Aldamir has been insistent that he himself assume full command over the repair of Barad Aerhir and the salvage work on the deluged hall (not least because, in addition to being Lord of Lebennin, Aldamir is Captain of Ships, and Barad Aerhir is the principal naval citadel of southern Gondor). Although sorely grieved at the devastation of the ancient hall, the prince is primarily concerned with the restoration of the tower; consequently, Aldamir is less preoccupied than Parmandil with the missing letter (though he fully appreciates its importance).

His mind taken up by weightier responsibilities and his manpower spread thin by the massive scale and frantic pace of the repair work, Aldamir has little time to entertain theories about confederate spies. He has promised to lend Parmandil all assistance in the recovery of the Elendilmir as soon as Aldamir is satisfied that Barad Aerhir is not going to collapse into the garth (which may not be for several days). Should proof of confederate activity reach him, however, the prince will obviously not allow the matter to slip. In such a case, however, it is not likely that Aldamir will involve himself personally, delegating the matter instead to the Othir Aran or the Tirith Dolen. (See Section 9.0 in *Southern Gondor: The People* for further details about Aldamir.)

DAERON

It was by pure chance that the Steward of Mornan happened to be present in Pelargir at the time when Carnendil's letter was found. Daeron had been conducting some business in the neighboring town of Linhir (his former ward; see section 5.2.1 of *The Kin-strife*), when news came of the earthquake in Pelargir. As Daeron still possessed great political influence in Linhir, he made use of his connections to quicken the response to Prince Aldamir's call for manpower and material support, and eventually came to Pelargir himself to see how things were progressing.

Daeron had previously made Parmandil's acquaintance during the Usurper's reign, in T.A. 1441 at the convocation of the Council of Gondor in Minas Anor (see Section 7.7 of *The Kin-strife*), where he gave support to the loremaster's restoration work then going on in Osgiliath. Because of his trust in the steward, Parmandil made Daeron privy to his discovery, hoping for his counsel. Daeron advised the loremaster to assemble a search party to explore the hallow on Tolfalas (after receiving permission, of course, from the Prince of Belfalas).

Daeron declined Parmandil's invitation to lead this expedition himself, claiming that his duties as steward demanded that he return at once to Mornan, having done what he could to aid Prince Aldamir. Now that the letter





has gone missing, however, Daeron suspects the worse (i.e., that another confederate faction has entered the race for the Elendilmir), and has promised to remain in Pelargir until the letter is recovered and the thieves identified.

Despite his willingness to lie to Parmandil about Tolfalas, Daeron considers his cause to be just, selfless, and honorable, because it is done on Mûrabêth's behalf. Daeron does not regard the withholding of the Elendilmir as an act of treason against Gondor or its rightful king, especially in light of the fact that the Elendilmir which Isildur claimed was not the same artifact he is searching for. In Daeron's view, Silmarien's jewel was not originally intended as a token of kingship (and is not really necessary for the present kingship in any case, since the rulers of Gondor and Arthedain have chosen to signify their rule through other tokens); hence, there is no crime in delivering it into the hands of one who *is* desperately in need of such a symbol.

CURUNIR

Despite his genuine concern with the fate of Carnendil's letter and the possibility of a rival seeker of the Elendilmir, the White Wizard stands somewhat aloof from Parmandil and Daeron's efforts to recover the purloined letter. Because he alone has access to the palantír, Curunír believes himself to hold the advantage over any contender for the Elendilmir, and so is not yet overly anxious about the present scramble. In truth, the only reason that Curunír has not yet made a swift exit for Minas Anor is that he does not fully trust Daeron, and seeks to unlock the secret designs of the steward's mind.

The White Wizard is not yet certain that Daeron conceals an aspiration for the Elendilmir, yet privately he wonders about the steward's ready encouragement of an expedition to Tolfalas (among other reasons, because the wizard is aware that the hallow was sacked two years earlier, and that Daeron had been involved in the attempt to track down the defilers). It is for this reason that Curunir doubts that the Elendilmir is actually on Tolfalas (though it is not yet clear whether or not Daeron himself knows its true hiding place). Since Curunir desires the Elendilmir also, he will reveal none of his misgivings to Parmandil.

TURGON

Turgon is Parmandil's younger (age 89) brother, who dwells on the family estate outside of Pelargir. (See "An Attack on the Family Estate" below.) For the last twenty years, Turgon has let his eldest son, Goromil, run the estate, which has freed Turgon to concentrate on his main interest: the early history of southern Gondor. He has written a book on the matter, and has just now begun writing the history of his family line. As for recent history, Turgon has no love for Castamir's followers, since he thinks that, through their folly, they have destroyed much of what was good in Gondor. He is very fond of pointing out the parallels between Castamir and Ar-Pharazôn.

Turgon is very thin and completely bald. He is slightly bent (he once was 6'1") and walks with a black cane. His piercing grey eyes belie his frail body, and his mind is still sharp. Turgon is very much the reclusive scholar, and can quite easily be fooled by charlatans pretending to be what they aren't; but his considerable intellect makes it difficult for anyone to deceive him in the long run, since Turgon easily spots contradictions in any story. Turgon will only aid those who seek the Elendilmir on behalf of the king, and confederate spies posing as the king's servants will have to be very careful.

If Turgon hears of the quest for the Elendilmir, he will be very interested and will immediately take time to see the player characters. Like most men, Turgon enjoys talking about his own interests, and the player characters will find him an exhaustive source of information about early Gondorian history in general and Carnendil's family in particular. Turgon will also eagerly listen to any information about the Elendilmir. (Derufin, Turgon's scribe, will be present during the discussion, to take notes of the player characters' story.) For Turgon, the quest is history come alive, and if the player characters win his confidence, the old man may well offer them assistance (e.g., money, provisions), or at least invite them to stay at his manor.

8.2.3 THE SETTING

This adventure will mainly take place on Pelargir's quays, where it is most likely that the player characters will encounter Duinhir and Beleg's men. Visits to the Hall of the Faithful and to Dervorin's home (a small house located in the Glade Quarter) may also take place. (See Section 6.I for a detailed description of Pelargir.)

BAR SERNI

The manor is very old and, unlike most others, it was not rebuilt during the time of the Ship-kings, so it looks truly ancient. It is mostly of wood with only the foundations of stone. The roof is covered with slate. The center of the main building is occupied by a vast hall, its walls covered with memorabilia from the family history. To the left of the main hall one finds the library and Turgon's study. The family's living quarters are on the second floor.

The main building is three stories high and the two adjoining wings have two stories. The manor is surrounded by the usual mixture of houses, granaries, sheds, and stables. There is also a sizeable and slightly unkempt park, with several very large cypresses, overlooking the River Serni. Since the times are troubled, fifteen men-at-arms live in one of the outbuildings to protect the manor and surroundings from robbers and raiders. In the side of a nearby hill is the entrance to the family hallows. These are the single oldest part of the estate, more than two thousand years old.



8.2.4 THE TASK

The task of this adventure is to locate and recover the missing letter before the confederate spies do. The fate of Carnendil's letter is an essential variable for determining how far the knowledge about the existence and location of the lost Elendilmir will travel before Parmandil and Aldamir are able to organize an expedition to repossess it. Although the confederates are likely to be encountered elsewhere in this campaign (by virtue of the naval hiatus engendered by the repair of Barad Aethir), the significance of their presence will be greatly altered, should Halgon obtain any kind of secure information and decide to act upon it.

STARTING THE PLAYER CHARACTERS

There are at least three possible angles from which the player characters might involve themselves in the events of this adventure: 1) they might already be involved in the restoration of the hall, either as scribes of Parmandil or servants of the prince; 2) they might be friends of Dervorin, the murdered scribe, or of Duinhir, Beleg's target; 3) they might be outsiders, approached privately by Daeron to rectify the situation before any other confederate factions become involved in the search for the Elendilmir. (Player characters in the service of Umbar may substitute for Beleg's band.)

In the case of the third possibility, how their involvement begins will depend on whether the player characters are residents or strangers in Pelargir. Daeron might know them through a mutual friend or relative, or he may simply have heard of their reputation. In either case, Daeron will approach the player characters at a suitable place, and ask them to help him find the purloined letter. If the player characters fight for the confederate cause, their leader will receive information from Halgon on the discovery of the letter, and will be ordered to act on the matter with utmost urgency.

AIDS

If the player characters are to find Duinhir before Beleg does, they will have to find someone with an intimate knowledge of the quays (or be extremely lucky). If they are residents of Pelargir—especially if they are themselves acquaintances of Duinhir—this will not pose a problem. Ideally, the gamemaster could arrange for the player characters to have met Duinhir during some earlier adventure in Pelargir (or at the very beginning of the present one), before they know who they are looking for. But if the player characters do not possess such knowledge, their employer (whether that be Daeron or Halgon) may provide some assistance.

Daeron might aid the player characters in various ways, depending how much he trusts them. He will not tell them of the letter's true contents, unless he is absolutely sure of their loyalty to Gondor; but he may be of help if they want to look around at the Hall of the Faithful, for instance. If the player characters are confederates, they may receive equivalent assistance from Halgon.

If the player characters want to investigate Carnendil's family closer in order to find further clues or background information about the Elendilmir, Parmandil might refer them to his elder brother Turgon, who presides over the family estate along the Serni estuary. There is, however, no essential information to be gotten from the estate, though Turgon (who is himself a scholar) can provide further historical background. (See "An Attack on the Family Estate" below.)

OBSTACLES

In theory, the primary obstacle to the successful recovery of Carnendil's letter is time. The gamemaster may manipulate the timeline of the adventure, so that Beleg and his men begin their activities at more or less the same time as the player characters; but even so, the race basically boils down to the issue of which party is able to successfully question the right people. If the coincidence does not strain the adventure's credibility, the gamemaster might simply arbitrate that the player characters find Duinhir at the same time as do Beleg and his men (probably leading to a confrontation, and the opportunity of ending the episode with a great fight scene).

Ignorance about the exact contents of the letter need not be a hindrance to the player characters, since its subject matter—beyond Duinhir's comprehension of it as pertaining to some kind of treasure—has no definite bearing on the motive for his theft, or on the means to be employed in locating and recovering it. None of those involved in its initial discovery are suspicious enough to connect the letter to Dervorin's "accidental" death (though some of the scribes were slightly insulted at not having been shown what Dervorin called "a document of great historical and political interest").

The only real obstacle to the recovery of the letter is the physical resistance of Duinhir and his hunters. The spies will go to almost any length to get their hands on the letter, and to kill anyone whom they think has read it, and they cannot be bribed or dissuaded. Even if the player characters save him from Beleg, Duinhir will not willingly surrender the letter, saying that the player characters are trying to "steal an old man's treasure." Duinhir can make a pest of himself, or may entertain the player characters with tales of his amazing nautical adventures, depending on the whim of the gamemaster.

OUTCOMES

If Beleg and his men seize the letter and deliver it to Halgon, the latter will immediately commission one of his family's merchant vessels to convey his men to Tolfalas, in order to obtain the Elendilmir without delay. Because Halgon knows that other confederate vessels may be in the vicinity, he himself will accompany them, in order to prevent any rivals from relieving him of his prize.



If Halgon obtains Camendil's letter, the imperative to murder others in Pelargir who have read it will evaporate, since all that matters now to Halgon is the seizure of the Elendilmir. If, on the other hand, the confederates fail to obtain the letter before the player characters do, physical elimination of the interlopers will become all the more urgent. This, however, must be weighed in relation to the equally important need to decipher what exactly the custodians of the letter plan to do, since, without the letter in his possession, Halgon will have no chance of locating the Elendilmir unless his group follows the trail of those who do.

The specifics of Halgon's reaction to such an outcome can only be gauged by the actions of the player characters. Attempts to meddle with Curunir are, of course, out of the question; but Parmandil and Daeron are fair game for murder or abduction attempts. Another consideration in this regard will be whether or not the actions of the spies have attracted enough visibility to warrant intervention by the city authorities or the Tirith Dolen (which could prove disastrous for Halgon).

If the player characters succeed both in recovering the letter and in defeating Beleg, Halgon will have to adopt a different strategy. To begin with, he may have to hire and/or coordinate a new group of men to spy on Parmandil and his friends. If Halgon learns that Parmandil is of the same family line as Carnendil who wrote the letter, Halgon might seek to contact nearby confederate forces to raid the Serni family estate in the hopes of finding other information pertaining to the Elendilmir. (See "An Attack on the Family Estate" below.)

As for the protagonists, if the letter is recovered and preparations for the expedition to Tolfalas begun, Daeron and Curunir will go their separate ways, departing Pelargir while Parmandil and the prince organize the search party. If the confederates were encountered during the course of the hunt for the letter or its aftermath, Prince Aldamir will alert the Othir Aran and see to it that Parmandil receives a bodyguard.

If the player characters were hired privately by Daeron, and succeed in recovering the letter, they may be asked to participate in the anticipated Tolfalas expedition. Even if the player characters were involved in the adventure only by order of Aldamir or Parmandil, they may still be invited to join the expedition (especially if they have read the letter and understand its significance, since Parmandil and the prince will think it critical—in the light of what has just happened in Pelargir with the letter—to keep knowledge of the Elendilmir secret). On the other hand, player characters with less-than-pure motives who read the letter may very well wish to contend for the artifact themselves, becoming rivals to its other seekers.

8.2.5 ENCOUNTERS

FINDING DUINHIR

If the player characters spend some time down by the quays, they are bound to run into Duinhir sooner or later. Player characters who make inquiries after Duinhir will discover that no one knows where he lives (in fact, he sleeps beneath the Sirith Bridge.), but that several people have heard him talking about a "great royal treasure" in the last few days. Duinhir seemed in a very happy mood the last time they saw him, promising them as much wine as they could drink.

Many of those who have been involved in the repair of the tower and hall know that an "old man" has been hanging around the garth; but only a few know Duinhir by name, and none suspect that he managed to sneak into the storeroom where recovered paperwork and other things of interest were kept. If the player characters do not make complete fools of themselves, someone may tell them that other men have also been around, asking similar questions. In addition, their informants should be able to give the player characters a reasonably good description of Beleg.

AN ATTACK ON THE FAMILY ESTATE

If Halgon failed to acquire the letter in Pelargir, he may attempt to learn more about the involvement of Carnendil's family with the Elendilmir. Since Parmandil may be too closely guarded as a result of Prince Aldamir's vigilance, Halgon might instead seek to interrogate Parmandil's brother Turgon, who resides in the family's estate on the Serni estuary. If Halgon chooses this course of action, he will contact his confederate allies to execute the design. The gamemaster may, however, desire to alter the nature of this encounter. Given the vulnerability of southwestern Lebennin to confederate attack, the estate may well be raided for reasons unconnected to the search for the Elendilmir. (For example, the confederates may be searching for the location of Castamir's war treasury, rumored to have been lost at the battle of Erui in T.A. 1447—Turgon has a certain reputation for historical knowledge, and the brigands may believe that he possess the vital facts. If he claims ignorance, they beat him to force it out of him.) In any case, two optional scenarios for confederate activity on the estate are provided.

If the player characters succeed in rescuing Turgon, he will of course be very grateful, and will reward them with a set of good horses from his manor's stable, as well as any help he can provide for their quest. If Turgon is killed (but the player characters are not obviously at fault), Turgon's scribe Derufin will give them the necessary background information which Turgon would have given them, along with provisions for one week.



SCENARIO I: TURGON IS CAPTURED AND ABDUCTED

When they reach the manor, the player characters find themselves in the midst of chaos: the central part of the manor is burning, and in the forecourt a bucket brigade is just beginning to form, while six other men saddle horses. To the left of the courtyard are several dead bodies and some injured people.

In the middle of it all is a slightly stooped man, giving orders in a meek voice. This is Annael (age 55), the chamberlain of the estate. He has long grey-black hair and blue eyes, is heavily built, and gives a slightly nervous impression, and has a slight problem with looking people in the eye. Annael is a very skilled chamberlain who likes the quiet country life very much. When he has finished organizing the bucket brigade and the riders (which he does with surprising efficiency), the man will tell the player characters that the lord Turgon has been abducted by a band of robbers.

In broad daylight, twelve armed men rode up to the manor and forced their way inside, attacking those who stood in the way and carrying away Turgon. To create a diversion, they set fire to the manor. Annael was just about to send six men after the abductors. Unfortunately, both Goromil (Turgon's eldest son) and all men-at-arms are away investigating the rumor of a confederate landing to the south. Annael pleads with the player characters to aid the locals in rescuing their lord, since none of them are skilled warriors.

It is easy to follow the raiders, since they have apparently chosen speed over secrecy; any farmer the player characters may encounter can indicate their route. Since the six mounted servants have a very good knowledge of local geography, they would be able to choose the best route for gaining ground (albeit slight) on the raiders. It will soon become obvious that the abductors rode almost due west, and the locals assume that the confederates have anchored at the outflow of the Serni, some miles west of Linhir. If the player characters so choose, they will be able to rouse the countryside. (Since Turgon is a popular old man, to aid in his rescue; soon there would be many men following the player characters.)

The distance between the estate and the confederate ship is twenty miles. If the player characters catch up with the raiders, they will, by that time, be followed by so many peasants that their force will be far superior to that of the confederates. Nevertheless, it will be up to the player characters' guile to get Turgon out of the imminent hostage situation alive.

SCENARIO 2:

TURGON IS INTERROGATED AT THE ESTATE

When the player characters arrive at the manor, the main doors are closed. When they knock, the doors open slightly, and a stooped figure (Annael) sticks his head out and asks them for their business. He then tells the player characters in a meek and insecure voice that his master cannot see anyone, and that he is very busy, and "Could they come back some other day?"

The player characters know that this isn't the way guests are received at noble houses, and may become suspicious. If they choose to question the maids, they will find out that the master is in an important conference with men from the capital, and must not be disturbed (As far as the maids know, only the chamberlain and the scribe are in the manor house with Turgon.), and that the oldest son Goromil and the guards are away, because there have been rumors of confederates to the south.

If the player characters scout out the surroundings, they will find seven horses tethered in a remote thicket, though there are apparently no strangers standing guard outside the house. The windows of the ground floor are some seven feet above the ground, but the rough stone foundations are easy to climb. There is no window looking into the entrance hall.

A player character looking through the library window will see Turgon (who has a broken nose and is bleeding profusely from the mouth), a scribe (Derufin), four tough-looking thugs, and a well-dressed stranger. The thugs are apparently interrogating Turgon, and have begun to beat him. Unbeknownst to the player characters, there are two more thugs in the entrance hall together with Annael. These two occasionally check the front and back of the manor from windows in the great hall.

8.3 ADVENTURE:

EXPLORING TOLFALAS

The search for the lost Elendilmir has begun! Despite the danger of confederate activity in the area, Parmandil has decided to launch the expedition to Tolfalas immediately, before word of the treasure which they seek draws any further Umbarean interest. Having falsely promised to ride at once to Dor-en-Enril to obtain the prince's permission for the expedition to enter Imrazôr's Hallow, the crafty Daeron instead speeds northward to Mornan, thereby gaining an invaluable lead in the race, while Parmandil's men seek in vain for the Elendilmir on a perilous island in the midst of a war zone.

8.3.1 A TALE OF MISINFORMATION AND MYSTIC VISIONS

The plundering of Imrazôr's Hallow by Lord Duranil is not general knowledge to the vast majority of southern Gondor's residents. Having taken place during the disorganized and chaotic withdrawal of the confederates from Pelargir, the event was scarcely noticed. And it might have been completely overlooked, were it not for the fact that Daeron at the time had been intent on reinforcing Tolfalas against any attempts at confederate entrenchment.

When his pursuit of Duranil finally reached a dead-end near the borders of his own ward, Daeron was forced to give up the chase, being recalled by Eldacar to assist in the reordering of Tolfalas in the wake of the confederate seizure of Umbar. Upon reaching Gobel Tolfalas, Daeron filed an official report with Prince Aradan of Dor-en-Enril, which gave an account of Daeron's pursuit of



Duranil, along with an inventory of which tombs of the hallow had been desecrated. Copies of this report were delivered to the Legate of Iantras and to Dunsûl, the new Warden of Tolfalas.

But Daeron was not the only witness to Duranil's foul deed. Although the western side of Tolfalas is largely uninhabited, there are eyes that keep watch over its desolate coasts. Few in fifteenth century Gondor remember that the mysterious "Drúedain" of Anorien came originally from Númenor, being a remnant of the Drughu of Beleriand who shared the Land of Gift with their Adan allies for many lives of Men. Fewer still remember that the ship bearing the last of these Drughu back to Middle-earth took haven not in Pelargir, but on Tolfalas. In truth, these Drughu never left Tolfalas, but made its rugged, volcanic wilderness their home.

By T.A. 1448, the year Duranil plundered the hallow, the Drughu of Tolfalas had all but died out—all, save one, Fân-gîn-Fân (or, as he prefers to be called, Fanghîn). Though blind from age, Fanghîn witnessed the entire event of Duranil's desecration and flight. A drughân of great skill and power, Fanghîn was able to see much that passed on Tolfalas through the eyes of the many abhân-khorôth, or "watch-stones," whose carved stone forms punctuate much of the landscape of western Tolfalas. But the desecration of the ancient hallow had a far greater significance for the lone Drûg; for Fanghîn was not only a drughân, but a seer with insight into the workings of the invisible Powers that govern the world.

Fanghîn's people had long known that the Elendilmir rested within the hallow. They had seen it when Carnendil first brought it to Tolfalas, and recognized it as the token of the Lords of Andúnië, in whose house many generations of their ancestors had lived. But as Fanghîn was witnessing its theft through the abhân-khorôth, a mystic vision came upon him, and foresight was given to the old drughân concerning its fate and ordained purpose. Thus, Fanghîn kept silent, knowing that he would have to wait nearly two years before Men would return to Tolfalas seeking it—Men who had been chosen, in their struggle to recover the lost Elendilmir, to enable it to fulfill its intended purpose.

8.3.2 THE NPCS

FANGHÎN

Fân-gîn-Fân is the last surviving member of the Yagûgum, the last Drûg clan to depart from Númenor before its Downfall. At the age of fifty-four, Fanghîn would be considered quite old among the short-lived Drughu (who rarely live past fifty). The last of his clan passed on more than thirty years ago, and Fanghîn has since lived as a reclusive hermit in the mountains of Tolfalas, conversing with no one but the birds and beasts of the island (though he still remembers the heavily-accented dialect of Common Speech which he learned from the folk of Tolfalas in his youth).

Although he may appear rather odd (if not alien) to other races, Fanghîn exhibits the common physical attributes of the Drughu, save for the odd white distortions in his eyes that attest to his ailment. However, because Drug eyes are deeply-recessed and cannot be seen from a distance, only a person with medicinal knowledge will realize—and only if looking closely—that Fanghîn is blind.

Fanghîn will act very much like the blind person he is, though in reality his abhân-khoroth enable him to see the world as through a cloudy, dream-like vision. If the shells within the eyes of the abhân-khorôth are removed or destroyed, they must be restored in order for Fanghîn to see again. If he encounters someone who has damaged or desecrated any of his abhân-khorôth, Fanghîn will ask that person to repair the stones before passing through his land.

Fanghîn enjoys the distinction of a thin wisp of grey hair growing from the cleft of his chin. His uncovered arms and legs are painted with odd swirling spirals of green and black paint. Fanghîn wears rags and leather boots, and wields a walking cane of petrified wood that is nearly three feet in length. He will use this cane to walk, gesture, and (if need be) to defend himself.

Though he has lived alone for more than thirty years, Fanghîn treats visitors with kindness and eager hospitality. Fanghîn's age, however, has affected his mind, and he will occasionally speak strangely, as he rarely uses Westron or speaks with other Men.

DUNSÛL

The present Warden of Tolfalas began his career as a pirate, having spent the years of the Usurper's reign preying upon vessels that carried tribute and revenues to Pelargir from Umbar and other points along the coast of Haradwaith. In origin a loyalist noble from Methed Lebennin, Dunsûl's estates were confiscated by Castamir's order when the latter returned victorious to Pelargir in T.A. 1437. Avoiding capture, Dunsûl chose the life of an outlaw, until the return of his king ten years later.

Dunsûl won Eldacar's favor for rallying many other pirates to the siege of Pelargir, and after the confederates fled to Umbar, Dunsûl and his comrades—most of them now privateers in Eldacar's service—became a kind of surrogate fleet, while Eldacar labored frantically to rebuild his lost naval power. In thanks for this and many other valorous deeds, Eldacar appointed Dunsûl as the royal Warden of Tolfalas (now a naval front in southern Gondor's seaward defense against the new threat of Umbar).

Though it is plain that Dunsûl is of noble extraction, the warden relishes his self-image as a freebooting adventurer, and conveys himself in public accordingly. It is for this reason, perhaps, that life on Tolfalas has such an appeal for him. So long as he is in charge of a perilous border march, matched against a numerically superior foe, Dunsûl has the opportunity to pursue his swashbuckling lifestyle. His only regret is that his duties demand that he remain on Tolfalas and not accompany the player characters on their epic quest for an ancient treasure.

8.3.3 THE SETTINGS

IMRAZÔR'S HALLOW

Since its desecration two years ago, the Prince of Belfalas has resanctified Imrazôr's Hallow, which means that new stone slabs have been brought in to reseal all entrances to the individual crypts which Duranil and his men had plundered. (Of course, the player characters will not know which ones these were; hence, the hallow will not give the appearance of having been plundered.) (See gazetteer for further details about Imrazôr's Hallow.)

WATCH-STONE PASS

The trail from the shore, which leads through the wild, rugged, and sometimes dangerous heartland of the island, reaches a height seldom traveled by the local inhabitants. Called "Watch-stone Pass," this narrow ravine of washed-out rocks and sand strikes southward over the old volcanic rock formations, in the direction of Gobel Tolfalas on the island's east side.

Drûg watch-stones stand near the top of the pass, half buried in the rocks, as silent monuments to a nearly forgotten people. Cut into boulders and large stone formations, these abhân-khorôth contain carved images of Drug faces. Time and weather have worn down and pitted the faces; yet their eyes (deeply-recessed like those of their makers) remain intact, and seem to follow passers-by. The movement of the eyes appears to be a trick of the light, from grains of crushed abalone shells placed in the sockets, which reflect the setting sun with a blue light and make the eyes appear to move. In actuality, these particular abhân-khorôth have been enchanted by Fanghîn.

FANGHÎN'S CAVE

Although a natural cave formation cut into the stone, Fanghîn's home is comfortably warm, and smells of scattered mint leaves. It is also well-lit by candles, which illuminate miniature watch-stones (between one and two feet tall) lining the cave wall. (Fanghîn lit these candles earlier in anticipation of the player characters; they are, however, of little use to Fanghîn himself, since as long as he remains in the cave, he will be able to see by means of the stones that line the walls.) At the rear of the cave are a stone-lined hearth, a few pots, and several exotic vines and roots, strung nearby for food. Bags of mint leaves, berries, and nuts are also stocked near the hearth. The cave is simply furnished, with a single bed of clean, dry straw and fur pelts that cover a section of the stone floor at the rear of the cave; but there are neither chairs nor a table.

GOBEL TOLFALAS

Now a major strategic front for the conflict with the confederates, Gobel Tolfalas has been repaired and refortified. There are at least six coastal vessels in haven at any given time (used for patrolling the straits), and often a warship will stop there for the night before continuing on its journey southwards. Despite the number and frequency of ships passing through, the only vessels

willing to take on passengers are the grain supply ships, which come to Gobel Tolfalas every two weeks. (See gazetteer for further details about Gobel Tolfalas.)

8.3.4 THE TASK

Having found no Elendilmir on Tolfalas, the task of this adventure is to figure out what to do next. The primary purpose of bringing the player characters to the island is to provide them with an opportunity to discover that Daeron has misled them. More importantly, however, it gives them access to knowledge about the Elendilmir which none of the other contenders possess—knowledge which may prove essential to their ultimate chance for victory later on.

STARTING THE PLAYER CHARACTERS

The player characters are assembled for the expedition to Tolfalas by virtue of their previous involvement in the search for Carnendil's letter in Pelargir (see Section 8.2), though Parmandil may feel the need to recruit other trustworthy individuals for the mission. If, on the other hand, the player characters are working out of confederate loyalties, they could be sent by Halgon. Or, perhaps, they might just be a roving confederate crew that takes interest in what Parmandil's men are doing on Tolfalas, and makes a detour to find out (hoping to win some booty in the process).

AIDS

Depending on what sort of encounters are planned for the player characters, the gamemaster may wish to man their ship with an armed crew. Parmandil will supply them with a floorplan of Imrazôr's Hallow, indicating the location of Edhelion's crypt (where Carnendil supposedly hid the Elendilmir), but otherwise can give them little help.

All of Fanghîn's advice, information, and aid will be given in mysterious fashion. However, everything he says will be (and should be) true to the best of his knowledge. The Brother-stone which Fanghîn may give to one of the player characters is not magical, but neither is it without value. If the player characters encounter hostile Drughu later in the campaign (i.e., on the outskirts of Slaem Caradog), a display of the pendant will change their hostility to friendship (and will undoubtedly avert unnecessary bloodshed). Moreover, a friendly connection with these Drughu may very well prove essential to the successful completion of the player characters' search.

If they end up taking a detour to Gobel Tolfalas, the warden will be happy to provide them with whatever information he can, including the official report that Daeron sent to him two years ago. Although he would love to join them on their quest, Dunsûl is bound by his office to remain on the island. If their ship has been attacked, Dunsûl will see to its repair and provisioning; but if their crew has been slain by enemies, he will not be able to spare them any men.





OBSTACLES

The voyage from Pelargir to Tolfalas should take three or four days. If the gamemaster wishes, the player characters might encounter roving confederate raiders on the way, especially in Ethir Anduin. If one of the player characters is piloting their vessel, the gamemaster may also arrange various natural hazards to navigate. Again, the topography of the Ethir is well-suited for such trials; but so too is the western strait of Tolfalas, with its perilous reefs and shoals.

Once on Tolfalas, there may be a variety of new perils. If Halgon is following them, he may try to capture their ship and crew while the player characters are on land. So long as their vessel is anchored off the shore of the cove, it is a potential target for confederates. On the island itself, the gamemaster may wish to interrupt their otherwise-peaceful inland trek by an encounter with the man-eating hunting lizards that inhabit the volcanic wilderness.

Should the player characters lose some or all of their crew, they may not have enough left to man the ship; and so they will be stuck on Tolfalas, losing precious time while the other seekers gain a further lead in the quest. They might get lucky enough to find sailors willing to hire on at Gobel Tolfalas, but otherwise they will have to simply wait until a ship passing through the haven is willing to bear them to the mainland. In either case, they will need money which they may or may not have.

OUTCOMES

The outcome of this adventure depends largely on how much positive information the player characters are able to obtain, whether through Fanghîn or Dunsûl. With the exception of Fanghîn's drumming (see below), however, there will be no obvious hints as to where to proceed, once the Elendilmir is found to be missing from the hallow. Hence, very much depends on the player characters' own choices and actions; all the more so, because possession of the Brother-stone is the key to a later adventure (though they will not know it at the time).

8.3.5 ENCOUNTERS

EXAMINING THE HALLOW

The stone slab that covers the entrance to Imrazôr's Hallow shows no sign of disturbance; but an image of Uinen, carved into the rock above its lintel, is depicted in a gesture of warning, indicating that the precincts within are under her protection. (Should any of the player characters actually be so villainous as to emulate Duranil's sacrilege, they will have the divine vengeance of the Lady to contend with.) The slab requires at least three strong backs to move.

A search of Edhelion's crypt will, of course, turn up no Elendilmir. However, a close examination of its interior may lead the player characters to notice that it is remarkably clean and free of dust (for a tomb that was supposedly sealed more than a thousand years ago). A careful search for the dedication will reveal that the crypt was re-sanctified in " 1448, III."

THE DRUGHÂN'S CALL

As the frustrated player characters exit and re-seal the hallow, they will hear the far-off beat of a drum, issuing from some point landwards from the cove. Its rhythm is alien to their ears, but somehow hypnotic, as if beckoning them to draw towards it. It sounds as though there is only one drummer.

If the player characters elect to follow the drum, it will occasionally cease, and then resume after a few minutes of silence, alternating back and forth as they seek for its source. It will be difficult to judge the distance of the drummer from them, as the mountainous landscape of western Tolfalas creates echoes over long expanses. At times the drum will seem nearer, at times farther away; but always its beat will draw the player characters towards the mountainous interior of the island.

MEETING FANGHÎN

As the player characters reach the summit of the rugged Watch-stone Pass, and the cove is seen in the distance, a small figure appears suddenly, standing ahead of them on the open road. The figure speaks in broken, thickly guttural Westron:

Good fortune for you to travel hills for miles and find only me, Fanghîn. Good that we meet now; very good. Watch-stones welcome you. Fanghîn is drughân, takes care of watch-stones, makes home among stones. Fanghîn can help you. He knows what you look for: bright stone of Tall Men from Water. Fanghîn sees it in dream. He knows many things about you.

Fanghîn is very hospitable, and appears to be fairly harmless. After speaking briefly with them, Fanghîn will explain to the player characters that he lives very near, and will offer them food and a warm place to rest for the night as well. (He dislikes speaking to strangers on an empty stomach and without offering food and drink.) He will remain close to the abhân-khorôth as he walks, but since these do not cover the entire distance between the pass and his cave, the drughân's blindness will become apparent to the player characters. If Fanghîn must perform an action that requires sight, he will ask for help.

FANGHÎN'S TALE

Once they reach the cave, Fanghîn will insist that the player characters rest, while he tells his guests stories about the island and prepares an aromatic mint tea for them to drink. (Even if the player characters do not drink his tea, they should feel exhausted from the day's march, and even a few minutes rest should sound good.) Once prepared, Fanghîn will sit on a rock and invite the player characters to do the same, while he serves the tea in small, wooden bowls (waiting for the player characters to drink before he serves himself).

As they relax, Fanghîn will finish his own tea and stir the coals on the fire into a red glow. A grim look comes over his face, and his speech becomes clearer and clearer as his voice takes on the rhythm of ritual:

Fanghîn knows you are ones to find bright stone again. He foresees many things. Fanghîn's fathers saw stone long ago, before Water swallowed Great Island. Drughôr-ghan remember when father of Tall Men put stone in House of Dead, here, where Water meets hills; but Drughôr-ghan not speak of it. Fanghîn last drughân to know. Now he tells you. But bright stone no longer in House of Dead, no longer here for many moons. Storm carried it across Water. Tall Men come and open House of Dead, disturb their sleep. They take bright stone with them in floating house across water.

Fanghîn does not know the name of the ship, because he could not read it. (His abhân-khorôth allowed him to see it only from a distance, and he remembers little else that can aid the player characters.)

Hours may pass as Fanghîn listens to the stories of the player characters, and he tells them of the ship that sailed away with the bright stone. He will speak of himself occasionally, and ask many questions of the player characters. He will not wish for them to leave early, because he gets so few visitors, and all this has happened so long ago that they need not hurry. He will insist (as a matter of hospitality) that they stay until morning.

A VISION IN THE NIGHT

Any player character who drinks Fanghîn's tea will experience a strange sequence of dream images while they sleep (whether or not they actually spend the night in his cave). The images all relate to the Elendilmir and those who seek for it. Although Fanghîn realizes that the tea will have this effect, he will not disclose this to the player characters until after the fact, considering their trust of him a mark of their worthiness to pursue the destiny which now beckons them.

The dream lacks an audible dimension, and so may prove difficult to interpret. Beyond the hints that are given in the scene descriptions, viewers of the dream will not be able to identify the locations depicted unless they themselves have actually been to the area before. With the exception of Scene I, the visions offer no distinguishing landmarks that might tip the player characters off as to how they might be reached.

SCENE I: THE THEFT OF THE ELENILMIR

Blackness is dispelled as three men remove a heavy slab from a rock-cut portal. Torches illuminate a dark, stormy night outside, as the three figures are joined by others, who pass through the entrance, casting shadows upon the walls of an ancient crypt. The light of greed and violence glimmers in their eyes as the men begin to throw down the stone doors of tombs, seeking for the glint of gold in the darkness.

Behind the plunderers stands a tall man—noble in bearing, but vengeful in countenance—who surveys their sacrilege with cold resolve. As he strides amid the profaned tombs, something chances to catch the man's glance. For a moment he hesitates, and then stoops over, reaching towards a corner of the floor. Rising up once more, his hand clasps a beautiful fillet of silver sheen, set with a white jewel.

He turns the fillet in his hand, allowing its gem to reflect the fire of his torch. His face becomes less grim, as though softened by the beauty of this thing; but his contemplation is interrupted: the despoilers have finished their foul deed, and the time has come to leave the houses of the dead. The man turns to join his companions as they pass through the entrance to the crypt. The fillet can still be seen, clasped in his hand, as the stone slab is rolled back across the doorway, once more consigning the tombs to eternal night.

SCENE 2: THE SHIPWRECK

Thankless waves empty their wrath upon a barren shore, just as dawn is breaking over the world. The early morning light reveals the disaster of the night before: wreckage from a ship is strewn across the pebbles of the stony beach. The rising sun, parallel to the coastline, gives new warmth to three wretched men, who huddle around the smoldering ashes of a small fire, some yards from the beach.

Two of the men appear to bear the livery of the Gondorian navy. The third gazes bitterly at the jeweled fillet he still holds in his hands—apparently, the only portion of the spoils that survived the wreck. As the land about them grows light, the two men look to their leader, awaiting a decision. For a while the man does not react, but his eyes continue to brood over the fillet. At the last, the man stows the jeweled treasure into a leather pack, already filled with such provisions as were able to be rescued from their ship, and stands up. The others follow his example, and all three turn their faces landwards, away from the site of their misfortune.

SCENE 3: DURANIL'S MURDER

The three companions travel along a dirt track, climbing towards a ridge of a grassy hillocks. As they make their way up the torturous path, they halt. Ahead of them, their way is barred by a company of several armed men, apparently bound in the opposite direction along the same road.

The newcomers appear to be Daen-folk, but their gear and their attire do not match that of any well-known clan in southern Gondor, and the surrounding terrain is much too low to be Orodbedhron territory. Evidently, these Daen-folk are far from home.

The leader of the band gestures for a halt, and a standoff ensues, filling the air with tension. The Dúnadan cautiously motions one of his two companions forward, to meet with the Daen-folk. The Daen leader appears to do the same.

Words pass between the two emissaries, punctuated by gestures towards the road ahead and behind. After some negotiation, it seems as though some kind of agreement is reached. But as the Dúnadan's man turns his back on the Daen to return to his companions, the Daen leader gives a signal, and man is suddenly grabbed from behind, his throat unceremoniously slit by murderous hands.





As the man falls lifeless to the ground, the Daen draw their weapons against the Dúnadan and his remaining companion, who draw their swords in turn. Surrounded and outnumbered, without hope of escape, the desperate men face their adversaries back-to-back. The Dúnadan lets fall the pack that contains the Elendilmir, brandishing his mighty blade two-handed.

Like a pack of ravenous wolves, the Daen marauders set upon their prey. It is said that Dúnedain at bay are deadly foes; the thief of Silmarien's jewel proves himself to be a master swordsman, felling enemies left and right as a reaper harvests grain. But even the mightiest warrior cannot prevail over a multitude of foes, and when his companion falls at last beneath the adversary's hand, nothing can defend him against the unseen daggers that pierce his back.

The Dúnadan is overcome, borne down by many attackers, and stabbed by many more. With each mortal wound he cries out in agony, impaled in payment for his impious crimes against a hallowed place, defended by the Lady of the Seas and her fell vengeance.

SCENE 4: THE SEEKERS OF THE ELENILMIR

As the thief falls to the ground in a pool of his own blood, his pack is knocked over, and the gleaming, silver circlet rolls out onto the path. When it stops rolling, the vision goes dark, blotting out all save the jeweled fillet, which begins to shine as with an inner light. Then, the faces of people begin to appear around the lost Elendilmir, their eyes fixed intently upon it.

The first face is that of the loremaster Parmandil, his aged face strained with fear and anxiety over a quest that he is too old and frail to undertake himself. The second face is that of the wizard Curunir, whose immortal gaze conceals purposes subtle and unfathomable. The third face is that of Daeron, and there is knowledge in his eyes—knowledge of the Elendilmir's fate; and with that knowledge is housed a hidden intention. None of the faces appears to notice the other two, each man believing himself to be the sole seeker of the Elendilmir.

SCENE 5: IN THE EYE OF THE BEHOLDER

A strange shift in perspective now takes place: the vision begins to withdraw from the faces and the jewel, moving further and further back until the vision is barely perceptible. Finally, just as the images are about to disappear completely from view, a circular rim forms around the periphery of the vision, encompassing the vanishing images like a picture frame. As the dreamer's point of view continues to draw back, this circle assumes the shape of a human eye, then the face in which it is set, and finally the whole person and the surroundings (as though the previous scene had been viewed through that person's own eyes).

The beholder turns out to be a golden-haired maiden of eighteen summers. She is clad in the garb of Gondorian nobility, and sits upon a seat of authority in a palatial hall. Daeron stands at her side, looking very dignified and ceremonious. Daeron's eyes do not rest upon the girl; rather, they gaze far off into the unseen distance beyond the view of the vision. The maiden's face is troubled, as though bearing the burden of some unspoken grief. A tear runs down her cheek. The vision fades.

INTERPRETING THE VISION

Should the player characters mention the dream they have had to Fanghîn, the old drughân will at first emit a guttural chuckle (apparently some kind of laughter). Once he has listened to their account of what they saw, however, Fanghîn will speak plainly:

Old Ones; they speak to you in sleep, tell you many things. To Fanghîn also they speak. Now Fanghîn will tell you. Many people look for bright stone. Maybe one find it, maybe another; Old Ones not know. These days, Old Ones have tomorrow alone; only Men decide who win and who lose. Now Old Ones send you message, so you decide what you do.

Maybe you find bright stone first, but then you decide what to do with it. Maybe you do good, or maybe bad; Fanghîn not say. But Old Ones show you girl. To her they speak too, and she knows many things; but she can't speak them. Girl is sick. Maybe bright stone make her better.

The girl in the vision is Estel, only surviving heiress to the fief of Mornan, and charge of the steward Daeron. (See Section 8.6.2.) Although Estel has not yet reached her majority, her future is in doubt, due to a severe confusion of thought with which she was afflicted some years ago, when her parents died. (See *The Kin-strife*, Sections 5.6 and 7.7.) If Estel does not recover from this malady by the time she has come of age (seven years hence), the Council of Gondor will judge her unfit to inherit the fief, and the rule of Mornan will most likely pass into Daeron's hands. Possession of the Elendilmir has the power to cure her. Aside from this last point, Fanghîn knows nothing of Estel.

THE BROTHER-STONE

If any of the player characters appear deserving of it (regardless of whether they drink his tea or spend the night in his cave), Fanghîn will give to one of them a simply-crafted, jade pendant as a parting gift. The pendant is called the "Brother-stone," which in Drûg culture represents a bond of friendship. Normally such pendants are exchanged as a bond in ceremonial rituals by Drughôr-ghan or the strongest headmen.

Fanghîn's forefathers had a specific emblem, which he used to carve into the jade pendants long ago. (If the gamemaster wishes, Fanghîn may decide to give out more than one. Either way, the pendant should seem a very rare and special gift.) After giving out the pendant, Fanghîn will wish the player characters success in their quest, say good-bye, and disappear into the wilderness of Tolfalas.



The Brother-stone is a round disk of jade, cut to nearly transparent thickness. It is elegant yet durable, and is attached to a black leather thong. On its face is the relief image of a spiral with three spokes, while on the reverse are three symbols, representing the Yagû-gum, Mâm-ugu-Mâm, and the bond of friendship conveyed to anyone who bears it. There should be no mistake that this is a high honor, especially when given to an outsider.

QUESTIONING DUNSÛL

The warden will be happy to aid the player characters in any way he can, once he is satisfied that they are in the employ of Pelargir and not confederate spies. Captain Dunsûl (a title he still informally prefers over his present honors) recalls very clearly the events that took place on Tolfalas in T.A. 1448, and is able to recount them in some detail (though much of this derives from Daeron's report, rather than from Dunsûl's own eye-witness).

Although his acquaintance with Daeron has been limited to that single encounter, Dunsûl privately views the steward with some suspicion—not from anything that happened during their meeting (Daeron actually made quite a good personal impression on the captain.), but because of Daeron's apparent turn-coat behavior during the Kin-strife. Dunsûl believes that political expediency is Daeron's only true master (which is not entirely true).

In addition to recounting to them Daeron's involvement in the pursuit of Duranil, Dunsûl will be able to produce the report that Daeron made, which confirms that Duranil's ship, the *Borgil*, was wrecked upon Anfalas, and that the Legate of Iantras possesses a full report of its location and remains. Daeron's own report also includes an itinerary of the chase, which narrates his pursuit as far as the town of Rendûl, and ends with Daeron's observation that Duranil may have been trying to make for the passes of the Ered Nimrais, hoping to cross the mountains into Eriador or Calenardhon. Dunsûl can complete the story by explaining the circumstances of Daeron's recall from the search.

8.4 ADVENTURE: FOLLOWING DURANIL'S TRAIL

Armed with new knowledge, the player characters voyage westwards to the shores of Anfalas, seeking to retrace Duranil's fateful journey into misfortune and death. Despite the hints given by the vision they received on Tolfalas, the seekers of the Elendilmir must still rely on their own detective skills if they hope to follow its trail to the end. All the clues are theirs for the taking, but many obstacles remain, the Umbarean ones not the least.

8.4.1 THE TALE OF A DEADMAN'S TRAIL

Fleeing from Tolfalas, Duranil's ship, the *Borgil*, was wrecked off the Anfalas, and sank some ten miles west of the outflow of the Heldasiril, near to the village of Rondalaph. This stretch of coast is dangerous for larger vessels, and experienced captains know to stay well away

from the shore, since there are many rocks, shoals, and (in hard weather) strong currents that make it easy for a vessel to founder.

The *Borgil*'s captain lacked this necessary experience and, when the storm grew worse, he was driven towards the coast and struck a rock, sinking some hundred yards from the shore. The storm was strong, and most of the seamen were either struck unconscious on the rocks or drowned in the currents.

Not knowing the loyalties of the fisher-folk, and aware that the shipwreck would draw the attention of the authorities, the three survivors decided to get away once dawn came. On the open coastland, however, it was impossible for them to go unnoticed, and from a distance several people saw them trekking northwards. This was talked about in the neighboring villages, since it was very strange that the survivors did not seek the comfort of a warm fire after their terrible experience. But the fisher-folk had the habit of minding their own business, and did not interfere.

Most of the ship's wreckage was beached after the storm was over, and the neighboring villagers immediately plundered it and cut up the hull. There was some surprise (and disappointment) that she apparently had carried no cargo, since most ships sailing along the Anfalas carry trade goods between Tharbad and Pelargir. Several dead bodies had been found, but any treasure stolen from the hallows had sunk (though in the coming years several valuable items would be washed up onto the shore).

In the aftermath of Castamir's defeat at Erui, Anfalas was in political disarray. Barahir, the current Legate of Iantras, sided with Castamir and brought his household, including most of his officers and men-at-arms, to the battle. Those that survived joined the confederates in Pelargir, leaving eastern Anfalas completely bereft of any government, save for Barahir's junior squire, Tirdalan, whom the legate had left in charge of the district.

When he received Daeron's report about Duranil's shipwreck and flight, Tirdalan conducted no further investigation. Being inexperienced and without a functioning staff, Tirdalan could not handle the responsibility of governing the district, despite his best efforts (and was in fact honorably discharged in early T.A. 1449, when Eldacar appointed the new legate, Tergon. Being single-minded, Tergon concentrated on fortifications, never bothered to look into the matter of Duranil, and was content with Daeron's report (which he has never actually read).

Duranil and his two companions had followed the course of the Heldasiril up into the Pinnath Gelin. From there they turned northeast, making for the River Morthond. The three fugitives continued alongside the river until they reached the borders of the Mornan, where they met death by Daen hands, some two weeks after their shipwreck. Now, almost two years later, this itinerary, originally recounted in Daeron's report to the Legate of Iantras, has become an object of great interest.



Through his spies, Halgon has learned that a copy of Daeron's report exists in the legate's archives at his manor beside the village of Iantras, some thirty miles west of the site of the shipwreck. Since theft would be very difficult, if not impossible, Halgon has decided to use force to obtain the report, so that he will be able to continue in the race to find the Elendilmir.

Since the legate's manor is in a highly defensible position and manned with trained soldiers, Halgon plans to muster a squadron of confederate warships. An attack on Iantras might also be beneficial to the confederates in the long run, since a victory for the confederates will enable them to destroy all of the fortifications and stone towers currently under construction by the legate, thereby leaving eastern Anfalas open for attacks for several more years.

In addition to Halgon's machinations, three other confederate spies have been traveling in Anfalas for the past six months, posing as a trader and his two guards/servants, selling cheap jewelry and trinkets in the villages and local markets. While their disguise in itself is plausible, it has been poorly executed by the spies, who act more like minor nobles and warriors (which they are) than humble minor traders. Although unrelated to the quest for the Elendilmir, it is quite likely that these spies will become entangled in the search (or, at any rate, become a distraction for others who are).

8.4.2 THE NPCS

TERGON

One of Eldacar's most trusted military engineers, Tergon was appointed as legate to Iantras in T.A. 1449, to the urgent need for fortifying the coastal regions against the oncoming confederates. Planning and developing the armed forces of the district are also Tergon's responsibility, and he has made some progress towards establishing a local militia. Tergon has served Eldacar all his adult life, having risen through the ranks since his youthful enlistment, and is dedicated to the service of the realm and its people in their need.

At the age of forty-five, Tergon is slightly fat and rather short (5' 3"), with curly brown hair that is usually worn at shoulder-length. The legate's soft face and brown eyes give the appearance of great kindness, but no one who has seen him kick reluctant soldiers into work doubts his competence.

BORON

Appointed as lieutenant to Tergon in the spring of T.A. 1450, Boron is the *defacto* leader of East Anfalas, handling taxes, legal matters and the like, while Tergon organizes the defense of the district. Like Tergon, Boron has served Eldacar for most of his life in various governmental capacities. There is no jealousy or strife between the two men, since each knows the other's skills and shortcomings, and both believe that the good of Gondor comes before any personal aggrandizement.

In manner, Boron is efficient rather than polite, often making visitors feel that he has more important matters to deal with (which is, in fact, almost always true). Boron habitually looks slightly unwell, coughing frequently. His gaunt body (6', 140 lbs) appears frail, and his brown hair is greying, though he is only fifty-six years old.

KIRON

The most outgoing of the fisher-folk in Rondalaph is Kiron who, though he has no special standing in the village, is still popular, and is considered a good drinking companion. In addition to being a happy and sociable fisherman of thirty-five years, Kiron is also a man of substantial intelligence. Although he is short and rather large (5'2", 200 lbs), most of Kiron's bulk is muscle. He has a kind, slightly pock-marked face, brown hair, and brown eyes.

"GLORFINDEL"

The man who calls himself Glorfindel is well-known to the district as being a solitary, half-crazed, but harmless hermit, who scrapes a meager living from gathering clams, oysters, and sea urchins and growing vegetables. The villagers never listen to what he says, since his tales have long ceased to amuse them; but because he spends most of his time walking the seashore gathering food, Glorfindel knows most things that go on there.

But the hermit has little interest in the locals, and prefers the company of strangers, since these can give him news of more important matters and "Elven" things. Glorfindel imagines himself to be an Elf-friend, telling people that he has many friends in Edhellond, and that he has visited the Elven forests in the "far North;" but those who know Quenya or Sindarin will immediately recognize Glorfindel's home-made "Elvish" for the gibberish it is.

Glorfindel walks with a slight limp, and gives a very unkempt impression. His grayish hair is long and unruly, and he has a wispy beard. He will talk to anybody as long as they are patient, kind, and bribe him with desirable goods. (Glorfindel is very fond of red meat—especially smoked sausages and bacon—and wine, both far beyond his means.)

SEREGON

Seregon is a scoundrel from Pelargir who has been forced to change his abode, due to problems with the authorities there. While in Lond Ernil, Seregon heard from his underworld contacts that there was a company of adventurers at Iantras inquiring after some rare treasure stolen by the former Warden of Tolfalas, and that they might be coaxed into paying a rich reward for the information they sought. Being an experienced con-man and a skilled actor (whose trustworthy impression has repeatedly enabled him to swindle rich and lonely ladies out of valuable possessions), Seregon assumed an alias and made for Anfalas.



While "working," Seregon poses as a traveling bard named Fingon, who makes his living by singing and storytelling, and who is in need of money, due to the poverty he claims to have experienced during the Usurper's reign. Seregon is a tall, dark-haired man with a noble look and proper dress. Since he poses as a bard, he carries a set of flutes (which he can play fairly well).

MENELDOR, MARDIL, AND TELEGORN

These are the true names of the three confederate spies who have been traveling through Anfalas under the false identities of Amdor, Neldorn, and Anborn. Meneldor, the leader, is in reality a minor noble, who had supported Castamir and had fled with the confederates to Umbar. His two companions, Mardil and Telegorn, were military officers with a similar origin. All three are very experienced warriors.

Since their flight to Umbar, Meneldor and his companions have continually made attacks upon southern Gondor's coasts. To facilitate this, the three have resolved to investigate and map Anfalas' new coastal defenses. In particular, they are interested in possible anchorages—bays, coves, and estuaries—and in the wealth and population of the coastal towns and villages.

Meneldor and his companions are not well-suited to masquerade as itinerant traders. Even though Meneldor, posing as the leader, wears his armor hidden, all three bear weapons and armor of a quality too high and costly for the average trader and his guards. In appearance, too, their well-built frames and proud statures do not lend themselves to a convincing deception.

8.4.3 THE SETTINGS

THE LEGATE'S MANOR

The legate's manor lies on top of a small hill a quarter of a mile west of Iantras, overlooking both the village and the Heldasiril. Its main building is of stone and has three stories. The windows of the first two floors have recently been converted into arrow-slits, and the main door is also new and sturdy-looking. Rough square blocks of the local granite make the manor look more like a stronghold than a noble's home.

GENERAL LAYOUT

Ground floor: offices and archives, working areas for scribes, etc., as well as Tergon's drawing board. Tergon's study, living quarters, and office are littered with drawings, sketches, and models of planned fortifications. **First floor:** entertaining area, including the large hall, hung with tapestries from Harad as well as a smaller dining room where Tergon and Boron usually dine together.

Second floor: living quarters for Boron and Tergon's family. Celwen, Boron's wife of seventeen years, and his two youthful sons live in the manor as well.

Attic: living quarters for personal servants.

The large central staircase is in the middle of the building, directly inside the main doors. The inside of the manor gives a slightly cavernous impression, as the slitted windows make it necessary to light lamps in all rooms. The kitchen is in an adjacent building behind the manor. Immediately in front of the manor there is an area laid with black and white stones, in the middle of which a large chestnut tree stands.

In front and to the right of the manor is an L-shaped, single-story building, also built out of stone, that houses the local garrison. To the left of the manor is another single-story stone building containing the legate's stables, as well as housing for those servants not living in Iantras. The manor and outbuildings are surrounded by a wall of stone, on average thirteen feet high and six feet thick. A perceptive observer will realize that this manor was probably built before the first capture of Umbar, since after T.A. 830 the need for coastal defenses had ceased.

IANTRAS' DEFENSES

A constant watch is kept on the wall surrounding the legate's manor, which offers a view of more than a mile in all directions, due to the flat landscape. Another watch is kept at the small fortress located close to the outflow of the Heldasiril—five soldiers who communicate with the Iantras garrison by beacon. Yet another small fortification is situated along the eastern side of Iantras' harbor, but is left unmanned except when there are rumors of possible attack. Each of these smaller forts have two heavy ballistae, in order to prevent enemy ships from anchoring, landing troops, or setting fire to the ships in the harbor. Two companies of five soldiers each patrol the countryside around Iantras, especially near the coast. The neighboring fishing villages have erected beacons for alerting the Iantras garrison of danger.

The Iantras garrison is comprised of professional soldiers, equipped with chainmail, shield, helmet, sword and spear (half of them are also proficient with the longbow). The local militia of the district is better trained than the average fisherman, but inferior to the regular soldier. Most militia-men possess some kind of leather armor, and are armed with pikes, axes, clubs, staves, or the occasional sword. (See gazetteer entry in section 5.0 for further details about Iantras.)

RONDALPH

See gazetteer for further details on Rondalph.

GLORFINDER'S HUT

Glorfindel the hermit dwells in a little hut, approximately halfway between the *Borgil's* grave and the village of Rondalph. It is easy to notice while traveling along the coast, surrounded as it is by rubbish, oddly-shaped wooden objects, and miscellaneous flotsam and jetsam. Glorfindel's hut is some fifty yards from the seashore, and is less a building than a hole in the ground covered with wood.



THE BORGIL'S GRAVE

The coastline where the *Borgil* wrecked is rocky. The beach consists of small to medium-sized stones, but some ten yards inland the rocky bank begins to rise. Beyond the beach, the waters are filled with dangerous submersed rocks and shoals for an extent of one to two hundred yards. In this rocky landscape there is little vegetation, save only for some hardy bushes and grasses. However, some hundred yards inland, the rocks give away to the more verdant Anfalas landscape.

Along the beach directly opposite the rocks where the *Borgil* sunk, the player characters will only find small pieces of wood, nails and some unidentifiable pieces of cloth, being probable proof that a ship sunk there some years ago. There is little to learn at the wreck site, since the ship was cut to pieces by the fishermen soon after it foundered.

8.4.4 THE TASK

The task of this adventure is to use the available evidence to follow Duranil's trail through Anfalas, in order to identify the place where he was murdered (and so to locate the site where the Elendilmir was last seen). It is, however, quite possible that the player characters will elect to disregard any exact itinerary in favor of journeying straight to the Mornan in search of the girl they saw in the vision. But even should they choose this course of action, the gamemaster may still be able to make use of some of the encounters in this adventure, if only to chart the progress of the player characters' adversaries.

STARTING THE PLAYER CHARACTERS

If the player characters missed out on the vision on Tolfalas, Daeron's report on Duranil's itinerary through Anfalas will be their only guide as to where to go next. But even if they did surmise that the current heiress to Mornan has some role to play in the quest for the Elendilmir, the player characters may still want to pursue their search with great caution, lest some vital clue in Anfalas be passed over in their haste to reach Mornan before their opponents. Hence, it is likely that the gamemaster will need to do very little to motivate them to sail to Anfalas.

AIDS

While visiting Iantras, the player characters' greatest asset will be the legate's assistance. If some of the player characters have served under Eldacar during the Kin-strife, they will most likely have met Tergon and possibly Boron before, and a night of going through old memories might ensue. More importantly, such congeniality will certainly render Tergon more willing to lend them material help in their search.

Throughout the areas marked by Daeron's itinerary, there may be local people who had seen Duranil and his men. (After all, the fugitives had to get food and shelter along the way, so they may have bought provisions or supplies from locals, paying with coins minted in Pelargir. Such coins are not that common in Anfalas, most of

whose currency is minted in Lond Emil.) There are not that many strangers traveling in these parts of southern Gondor, and Duranil, even though poorly dressed, had the manners of a lord of the Dúnedain, and may well have been remembered for that alone.

The gamemaster should use such individuals as a tool for nudging the player characters in the right direction, if for some reason they get stuck in their investigation or get some fanciful but unsuitable idea that will send them far off the correct path. If the player characters are aligned with the confederates, they might recruit the three spies and thereby improve their fighting power, even if the latter do not possess any information that can aid in their quest.

OBSTACLES

The player characters will encounter some problems as they follow Duranil's route, since rumor of their doings will travel faster than they themselves. One of these is just a red herring to distract the player characters (see "A False Lead" below.), while the others may provide useful information. The confederate spies, if still chasing the party, may also be led astray.

If the player characters are themselves confederates, they may encounter a lack of cooperation from the villagers. Although the fisher-folk do not have any political opinions as such, tales of confederate raids on fishing villages in Lebennin and Belfalas have spread, and known confederates will be treated with a suspicion bordering on hostility.

OUTCOMES

If the player characters entirely circumvent the Anfalas in their northward march, they will not in fact be bypassing any events vital for the completion of their quest (though they might just as easily meet similar encounters along whatever other route to Mornan they may choose). If the player characters get severely side-tracked in the course of this adventure, the gamemaster might decide to introduce a time element, allowing Daeron or Halgon's men to take the lead in the race. (For Daeron, see especially Section 8.5.) Beyond these contingencies, however, one important outcome of the player characters' actions in Anfalas is that Daeron will become alerted to their presence, and so will have time to prepare further obstacles for them.

8.4.5 ENCOUNTERS

VISITING THE LEGATE'S MANOR

There are two men-at-arms guarding the gate to the manor at all times. These guards will question any strangers, but if the player characters have a valid reason for being there, the guards will send for a servant to take them, with an escort of two soldiers, to the manor. Visitors are only accepted during the daytime; night visitors will be kindly ordered to return after dawn, and be recommended to stay at The Singing Sailor.



TALKING TO THE LOCALS

If the player characters are high-ranking officials or have some other political standing, the servant will take them to Boron, whose office is in the right half of the ground floor; if not, the player characters will be taken to see the lieutenant's secretary, Hargon, who works in a small room directly to the right of the central staircase. The escort will not leave the visitors until Boron has accepted them. Should they ask for Tergon, instead of for "the legate," they will be told that he is out at some fortification site, and it will be recommended that they see Boron instead.

Both Boron and Tergon are very security-conscious, and do not trust strangers, since the countryside is ripe with rumors of strange travelers. Boron will, therefore, only aid those who are in the service of the king and can prove it. If the player characters have official backing and tell him the story of the Elendilmir, the lieutenant will not only give them free access to the archives, but will also give them food and any other provisions they may need (within reasonable limits).

Boron will take the player characters to the legate's archives, and produce all the relevant documents: a piece of paper stating that the headman of Rondaliph had reported that a vessel from Tolfalas, the *Borgil*, had sunk a mile to the east of the village, and a copy of Daeron's report to Dunsûl about the unsuccessful conclusion of his search. Leaving them to ponder these documents, Boron will order a scribe to assist them, should any further investigations become necessary.

Tergon will accept Boron's judgment of the player characters, providing them with all the information that he has. Unfortunately, the player characters will soon realize that the legate is interested only in his fortifications, and can give them little help. Tergon is, however, willing to assist them; and since the legate knows his territory very well, he might be able to give some background information.

HALGON'S MEN RAID IANTRAS

As soon as the attackers are sighted, all non-combatants will run from Iantras to the hills, leaving only the militia behind. If the confederate squadron anchors near to one or both of the smaller forts, Tergon will send a few men to reinforce these, while he himself leads the rest of the garrison to drive back the raiders as they come ashore. Trained to fight together as a disciplined force under Tergon's competent leadership, the Iantras garrison will always stick together, striving to achieve numerical superiority in each individual melee, even when outnumbered as a whole.

If the confederates succeed in making a landing, Tergon's main objective will be the defense of the manor and (secondarily) the village itself. If beaten on the field, the soldiers will conduct an orderly retreat to the manor, and continue to fight from there. The militia is also under orders to flee to the manor, if possible, since the village palisade is not defensible against a force equal to or greater than the defenders.

There are two alternatives as to what the fisher-folk of Rondaliph might tell inquiring player characters. Either there are many who can tell the story of the *Borgil*'s demise, or the fishermen themselves plundered the wreck and killed some of its crew, and are therefore unwilling to tell the player characters anything. In the case of the first alternative, the tales will, of course, be somewhat inaccurate, contradictory, and exaggerated renderings (though most will agree that there were some survivors who fled northwards). In the case of the second alternative, nobody will claim to know much about the wreck, since (they say) it happened at night, and no bodies were recovered.

The story of The *Borgil*'s demise has grown in the telling and, especially when telling the story to outsiders, the villagers will exaggerate a lot: "The storm was the *largest ever*, the ship *exploded* in a shower of wreckage when it hit the rocks, *hundreds* must have drowned when such a large ship went down." Everybody agrees on the fact that some survivors made it to the shore and disappeared northwards. There has been much speculation about the identity of these survivors, the current favorite being that they were royal messengers on a secret and dangerous mission.

If the player characters question Kíron, they will get approximately the same story (though Kíron will exclude his fellow villagers' more fanciful exaggerations, and point out that the captain obviously had no sailing experience in the local waters). Due to his natural inquisitiveness and intelligence (and not to some ulterior motive) Kíron will ask as much as he answers, and will show genuine interest in the player characters' quest. (He is not fooled by bad excuses.)

If it happened that the villagers of Rondaliph actually plundered the *Borgil* and murdered its crew, they will be very uninterested in discussing shipwrecks with strangers, and will close up if the topic is raised (though they will enjoy talking about the latest news). If the player characters have any official standing, the villagers will adopt the stupid, humble, forelock-tugging, cap-in-hand attitude. If pressed, they will pretend an attitude of plain disinterest in shipwrecks, denying that any survivors were seen: "and there cannot have been any, for they would have sought the warmth of the village." But if the player characters become too inquisitive, the villagers may become scared and try to kill them (preferably while they are sleeping).

Whether or not they are murderers and plunderers, all the talk of ships may lead them to mention to the player characters that only yesterday some strange fellows claiming to be traders came snooping about the neighborhood and (among other things) asking the villagers of Rondaliph "What is the largest ship that has ever anchored here?" after which they rode away, heading east.

There is much talk about the three strange traders—both in Rondaliph and in the neighboring villages—because of their notably "unmercantile" behavior. For example, on the same day that they came riding into Rondaliph there was a market in Iantras some miles away,



and a trader who misses a market is unheard of. The villagers repeat remarks made by the traders, such as "Get away, peasant!" (to a prospective buyer) or "We've seen all the markets we need." The fishermen cannot make heads or tails out of the three, and the most common opinion is that they are just stupid, big-city people.

TALKING TO GLORFINDEL

Talking to Glorfindel is not easy. Every now and then he will switch to his home-made Elvish speech, losing the thread of the conversation; or he may lose interest in whatever the player characters are talking about and change the subject of conversation, preferring to talk about his many journeys and powerful friends. However, if the player characters are patient with him, and bribe him with sausages and wine, Glorfindel will tell a story that pretty much corroborates that of the villagers.

Unlike the latter, Glorfindel actually saw the later part of the foundering, and noticed three men struggling out of the water and resting on the beach for some thirty minutes, before starting off inland. Because it was dark, Glorfindel could not make out their features beyond their approximate height. Glorfindel will continue to tell how the villagers plundered and cut up the wreck, and will then proudly claim that he saved a valuable "Elven" item from the greasy paws of the peasants, proudly producing a dirty and torn tabard with the crest of Tolfalas.

From its cloth and cut, the player characters ought to be able to identify it as a ordinary soldier's tabard, made to be worn over armor. This strongly indicates that soldiers from Tolfalas were sailing on the ship. In order to get this information from Glorfindel, the player characters need to interview him at least twice, since he is in the habit of chasing away strangers after a while. (If the villagers murdered the crew of the *Borgil*, Glorfindel will tell approximately the same story, but will say nothing of the killings. Instead, Glorfindel will simply state that three men survived, after which he will produce the tabard.)

ENCOUNTERING THE SPIES

If they enter into conversation with Meneldor, Mardil, and Telegorn, the player characters' own social status will govern the spies' reaction (especially Meneldor's, since he is of noble origin). If the player characters look and behave like peasants, they will be snubbed; but if they act like nobles, the three will initiate some polite small-talk. Any questioning of the spies' behavior will be met with stiff rebuffs: "We are traders—if you don't like it, that's your problem; and hadn't you better be going now, boy?"

If the encounter leads to conflict, the three will make a run for it. If they are forced to fight, they will prove themselves formidable adversaries—to the death, if necessary. If the spies are defeated and their packs searched, an extensive inventory of facts detailing Anfalas from the Pinnath Gelin to the coast will be found, making it obvious that they are spies. Of course, none of this information pertains to Duranil's trail.

A FALSE LEAD

In a suitable place, as they follow Duranil's route along the Heldasiril and the Morthond, the player characters are approached by a commoner who presents himself as Fingon, a bard from Lond Ernil. (See "Seregion" in the NPCs section.) During his recent wanderings in eastern Anfalas, he has heard that the player characters have been asking questions, and he has a story to tell. If the player characters accept his demand for 5gp, Fingon will tell them the following untruthful story:

In 1448, I was staying in Annúlord. We had heard rumors of the war in the west, when the king returned to oust the Usurper, but the news came late and was unreliable, due to the distance. One day, while I was playing at The Happy Shepherd, two strangers arrived.

One was a nobleman and the other a commoner; both were well' armed. Their clothing was worn and dirty as though from long travel, though I could see something resembling the device of Tolfalas on the commoner's chest.

I heard the nobleman introduce himself to the innkeeper as Barahir—his voice was that of a well-educated person from the Vale of Anduin. He asked for a room for two, and then the pair settled down in a corner of the dining hall for dinner.

By chance during the evening, I overheard Barahir say to his follower something like this: "The bastard Northman's henchmen will soon get here. I think we should hide the thing nearby. It has rested for many years. It can rest again for a while before we pick it up."

His follower nodded in agreement. Then the food was brought to their table and they started eating like they hadn't seen proper dinners for days.

Well, sirs, maybe this can be of help to you. What do I know?

Fingon makes a polite bow and departs, forthwith doing his best to avoid being found again by the player characters. If they take the bait and go to Annúlord, they will indeed find the inn he spoke of, but nothing else in the story is true.

8.5 ADVENTURE:

THE DEADMAN'S EYES

As they draw ever nearer to the lost Elendilmir, attempts by rival seekers to co-opt, mislead, or eliminate the player characters will become all the more persistent. On the edges of the mountain-circled vale of Mornan, the player characters will soon discover that the quest for Silmarien's jewel has reignited an ancient feud, which is likely to end in genocide, unless the player characters swiftly come to realize that they alone hold the key to its resolution.

8.5.1 A TALE OF ENMITY AND PEACEMAKING

When Daeron returned to Mornan, having made up his mind in Pelargir that the Elendilmir must have accompanied Duranil on his northward march, he at once bent all of his efforts upon discovering what had become of the ill-fated thief and his treasure. Daeron had long doubted that the fugitives, so wretched and ill-provisioned, would have been able to survive a crossing of the mountains; and he guessed rightly that, whether alive or dead, their



presence would not have gone unmarked by the local inhabitants. Hence, rather than engaging in a fruitless search for their actual trail, Daeron decided to initiate a discreet inquiry with the subjects of his fief.

The steward was well-equipped to launch such an inquiry, due to an informal alliance which he had enjoyed for some time now with a secret but powerful Orodbedhron movement known as the Brotherhood of the Mountain Path. (See *Southern Gondor: The People*, Section 7.4.2.) In T.A. 1450, this nascent political movement found some of its strongest support among the Daen-folk of Mornan, and was therefore intimately connected to local sources of knowledge. Within a matter of days, the Brotherhood was able to inform Daeron that Oathbreakers from Slaem Caradog had murdered Duranil and had deposited the Elendilmir in the Paths of the Dead.

Having solved at last the mystery of the Elendilmir's location, Daeron now faced a new obstacle: how to recover Silmarien's jewel from its current resting place. Being no fool, Daeron fully appreciated the difficulty posed by the Paths, that mortal Men cannot endure the terror of the Dead and live. He would have to contrive some means of avoiding this peril. So he again consulted his Orodbedhron allies, and the counsel that they offered was responsible for precipitating the impasse which now awaits the player characters upon their arrival in Mornan.

DAERON AND THE BROTHERHOOD

Acting on their belief in the inherent superiority of the Daen peoples, the founding purpose of the Brotherhood of the Mountain Path was to forge an independent Daen realm in the Ered Nimrais, free from the corrosive influence of the rule of the Dúnedain. In light of this, it was perhaps ironic that Aidhan, the Brotherhood's leader and founding figure, should deign to ally himself with the Steward of Mornan, so clearly a representative of "the Dúnedain threat" against which the Brotherhood had struggled. But Aidhan was as much a political realist as he was a visionary; and he soon realized that some kind of practical cooperation with the authorities would eventually become necessary, if the Daen-folk ever hoped to make their dream of independence a reality.

In Daeron, Aidhan found a strange sympathy, almost a mirror image of himself—not that the former harbored any correspondingly extreme notions of Númenórean purity; rather, the perceptive Daen leader observed that the Steward of Mornan combined a seemingly unshakable personal integrity with an equally astounding political pragmatism to match Aidhan's own sense of practical necessity. This unique concord in their personalities enabled the two men to make common effort towards their otherwise wholly-unrelated causes.

The terms of their alliance were quite simple: Daeron agreed not to use his power as steward to disrupt the activities of the Brotherhood among the folk of Mornan; in return, Aidhan promised to place his followers at the steward's occasional disposal, so long as Daeron's requests did not compromise the ideals of the Brotherhood.

This was no mere alliance of expediency, for it had a greater, long-term purpose. The two men intended their present coexistence to foster their ultimate political goals.

For Aidhan, the ultimate goal was, of course, recognition of Daen claims to political independence, followed by an official abandonment of territorial claims over whatever lands the Brotherhood defined as rightfully belonging to the Daen. Daeron agreed to advocate these claims on Aidhan's behalf before the Council of Gondor, and even offered to act as a mediator between Aidhan and the king, should the occasion arise.

Although he viewed such eventualities as unlikely under the present circumstances, Daeron was persuaded that he and Aidhan might one day achieve something of genuine value and worth for both peoples. Apart from its arrogant rhetoric and pretension, Daeron found himself to be quite sympathetic to Aidhan's political vision—not the least for the reason that a self-governing Daen realm, founded upon oaths of non-aggression towards the Dúnedain, would allow the king to redirect much of the realm's military might to where it was most needed: the confederate threat in Umbar and Harondor. On the surface, such a possibility might appear unrealistic; but Daeron had witnessed the amazing effectiveness of the Brotherhood in winning the hearts of the folk of Mornan, and sincerely believed that Aidhan's goal might someday come within his grasp, provided that Daeron himself was able to muster enough support.

As for himself, Daeron sought alliance with the Brotherhood for much the same reasons as Aidhan did with him. Although he held a high and noble office as Steward of Mornan, Daeron had in truth been severed from the real source of his former political power—namely, Mûrabêth—when the confederates fled to Umbar. Moreover, should his young ward Estel ever recover from her illness, and so enter into her majority with a sound mind, the last remnant of Daeron's waning influence would have come to an end. In the interim, therefore, Daeron had no other choice but to seek out and cultivate new sources of personal power.

THE BROTHERHOOD AND THE OATHBREAKERS

Just prior to the rediscovery in Pelargir of the Elendilmir's existence, the Brotherhood of the Mountain Path had begun what Aidhan described as a "cleansing" of the highlands. In order to pave the way for a future Daen realm whose purity would rest upon the character of its inhabitants, the Brotherhood became intent on purging their mountains of any whose presence might jeopardize that purity. In the case of the highlands encircling Mornan, this cleansing was to be directed against Slaem Caradog, the village of Duranil's murderers.

As living descendants of the Oathbreakers, the folk of Slaem Caradog were singled out by Aidhan as betrayers of all that had once been great and noble in their Daen ancestry, and were therefore deserving of death. In developing a myth to legitimize his cause when he first founded the Brotherhood, Aidhan had traced his people's present



subjection back to Isildur's curse upon the Oathbreakers, asserting that through the latter's collusion with Shoglic (i.e., Sauron), all Daen-folk had fallen under the curse of the rule of the Dúnedain. The living remnants of the Oathbreakers thus became a necessary scapegoat for rallying popular support for the Brotherhood's ideology, and a cruel bloodbath was sure to follow.

It was not a simple matter for Aidhan to execute this imperative against the Oathbreakers, however, given the latter's unique power of returning from the grave to wreak terrible vengeance upon their slayers. Long and hard did Aidhan search for some magical elixir or forgotten talisman that might protect the Brotherhood against Undead retribution. Finally, Aidhan believed himself to have found the means had he sought for cleansing the highlands.

THE BROTHERHOOD AND THE DRUGHU

The mysterious Drughu had been the object of Daen persecution for as long as they could remember; yet greatest of all their sorrows was the massacre they suffered at the hands of the Coentis who, in delving the Paths of the Dead, drove the Drughu with great slaughter out of Khîrgan-nam, their most sacred mountain refuge. So wicked was this deed, that Yavanna (who protected the Drughu under the name of Mâm-ugu-Mâm), foreseeing the curse that was to come upon the Daen, decreed that the Drughu should never be subject to the terror of the Oathbreakers.

Having heard this legend from an aged wiseman, Aidhan eagerly began to seek out any Drughu that might still be dwelling in the high mountain vales, in hopes of rekindling their ancient hatred for the Oathbreakers, and of turning that hatred against the folk of Slaem Caradog. Very few Drûg clans now dwelt east of Andrast; yet one such clan, the Nâm-fre-Nâm, did continue to wander the high reaches of the Ered Nimrais above Mornan. Aidhan ascended into the mountains alone and, after long searching, made contact with the drughân Klatu, and with Gôr-khan-Gôr, the clan's headman.

As they listened, Aidhan recounted to the two Drûgs the origin, tenets, and mission of the Brotherhood, explaining to them that he and his people desired to atone for the sins of their wicked siblings—the vicious, oathbreaking descendants of the Daen Coentis—and that the Brotherhood sought to dwell in the highlands alongside the Drughu in peace. But Aidhan also explained to Klatu that his own folk were unable to defeat the Oathbreakers, because of Isildur's curse. If the Nâm-fre-Nâm would help them by destroying the inhabitants of Slaem Caradog, Aidhan promised that the Brotherhood would see to it that no Daen would ever wrong a Drûg again, but would respect the boundaries which the Nâm-fre-Nâm should set about their territory, and trouble them no more.

Although slow to trust the stranger, both Klatu and Gôr-khan-Gôr were moved by Aidhan's impassioned plea. The Nâm-fre-Nâm had often come to blows with Daen-folk in the mountains, many of whom in their ignorance still considered the Drughu to be little more than wild beasts, to be hunted and slain at will. The folk of Slaem Caradog were no more guilty of these injustices than other Orodbedhron clans; but by pointing out their Coentis ancestry, and by making good his promise to move all Orodbedhrim under the Brotherhood's influence away from Drûg territory, Aidhan persuaded the Nâm-fre-Nâm leaders to make war on the Oathbreakers.

This war did not happen all at once, since the folk of Slaem Caradog were fierce fighters, and were greater in number than the Nâm-fre-Nâm; instead, the Drughu began harrying Oathbreakers who strayed into their territory. Not daunted by these attacks, the deft hunters of Slaem Caradog took to tracking down their adversaries, and exacting retribution in kind. Equally matched on the highland terrain, what began as intermittent skirmishing escalated into a life-and-death struggle.

When Daeron returned to Mornan and had learned from the Brotherhood of the Elendilmir's location, the Nâm-fre-Nâm and Slaem Caradog were still in the throes of this conflict, with the Drughu beginning to prevail. As the steward pondered how he might brave the peril of the Paths without fear, Aidhan recalled another interesting fact he had learned. How exactly the Drughu were protected from Undead reprisal had never been understood by the Daen; but Aidhan had learned the answer to this mystery when he first met and conversed with the drughân Klatu.

From Klatu, Aidhan had learned that the vengeance of the Dead was unable to touch the Nâm-fre-Nâm because of an enchanted ward of a most peculiar kind, which the drughân called "Deadman's Eyes." The Deadman's Eyes, so Aidhan was told, were a rare species of fungi, which Mâm-ugu-Mâm had given to the ancestors of the Drughu. These small, white, red-spotted mushrooms were shunned by the undead Oathbreakers and, when eaten, gave the power to pass among the Dead without fear. Unfortunately, only the Drughu possessed an accurate knowledge of the harvesting and use of Deadman's Eyes, and jealously guarded these secrets.

It was unlikely that the Nâm-fre-Nâm would be willing to part with such knowledge, or to enter the Paths themselves on Daeron's behalf; and Aidhan was unwilling to seize the Deadman's Eyes from the Drughu by force, as such treachery would be a betrayal of the ideals of the Brotherhood. At the same time, Aidhan was very concerned that Daeron should obtain the Elendilmir, since its recovery would greatly enhance his ally's prestige among the Dúnedain, and thereby strengthen Daeron's chances of persuading the Council of Gondor to recognize the Brotherhood's own claims. (Aidhan was as yet unaware of Daeron's true intentions with regard to the Elendilmir.)

While Daeron and the Brotherhood debated in vain over how they might convince the Drughu to part with the Deadman's Eyes, other counsels were taking shape before the throne of Morthec the Doomed, King of the Dead, beneath the haunted mountain. Ygana the Prophetess, who perceived much that was hidden even to the Oathbreakers, looked upon the affliction of Slaem Caradog, and saw that her people would not see peace unless the wrath of the Drughu was forestalled. In her foresight, Ygana beheld Fanghîn's bestowal of the Brother-stone on one of the player characters, and knew that the seekers of the Elendilmir would journey north into Mornan.

Ygana proclaimed these tidings to Morthec, saying that the Dead should surrender the Elendilmir to these seekers, but only if the latter first brought an end to the Brotherhood's "cleansing" of the highlands. To this end, the prophetess counseled the king that two men from Slaem Caradog should be informed about the seekers, and be sent to guide them to the threatened village, for its salvation from the Drughu—perhaps the Nâm-fre-Nâm would grant the Deadman's Eyes to the bearer of the Brother-stone, and so enable the seekers to enter the Paths. The King of the Dead decreed that it should be so, and Ygana spoke these designs by means of a dream to Gaoth and Haedrec, men of Slaem Caradog, two of those who had participated in Duranil's murder.

8.5.2 THE NPCS

HAEDREC

Haedrec is one of the two Oathbreakers sent by Ygana to beseech the player characters on behalf of Slaem Caradog. Still a mere youth of seventeen summers, Haedrec was little more than a boy when he went off to join the ranks of the Usurper's army, during the years of the Kin-strife. Hardened from nearly ten years of military life, Haedrec returned to Slaem Caradog with his kinsmen, following their defeat at the Crossings of Erui in T.A. 1447.

Unpaid and unthanked for their long and faithful service to the losing side, Haedrec shared the bitterness and sense of betrayal which his company felt towards the Dúnedain. When doom caused his paths to cross with Duranil's, the young Haedrec eagerly joined his comrades in venting their aimless wrath upon the Elendilmir's thief. "It is only just compensation," they said, "for the promised wages that have been denied us."

Haedrec has never rued the deed, partaking as he does in the apathy and grim indifference of the cursed offspring of the Oathbreakers, doomed from birth to join their ancestors in the Paths of the Dead, until they are called on to redeem their oath to Isildur. But Haedrec is still an energetic youth, and is far from the end of his life. Though not afraid to die, Haedrec is unwilling to stand by while his fellow villagers are killed by the merciless "Puchael."

Ygana's visitation to him in his dreams has had a profound effect upon Haedrec. Although he does not fully understand the cryptic whisperings of the ancient prophetess, Haedrec has experienced a sense of mission and purpose equal to or even greater than that of Aidhan and his hated Brotherhood. He knows that he must find the bearer of the Brother-stone, or his home and family will be destroyed.

It has been nearly two years since Haedrec has ventured away from Slaem Caradog or the highlands; but his previous military experience has exposed the youth to the manners and customs of the outside world, and he is quite capable of mingling with other Gondorians without appearing too out of place. Still, the Oathbreakers of Slaem Caradog are readily marked by other Daen-folk, especially those under the influence of the Brotherhood, who have no compunction against scorning or shunning them in public.

Undaunted by such treatment, Haedrec speaks his mind, knowing that none will dare to seek the life of an Oathbreaker in violence, because of their fear of the Dead; but neither will Haedrec try to fight or kill anyone, so long as he believes himself to be sent by a higher power. The young Oathbreaker is, however, an amateur pick-pocket, and is not above stealing from people he dislikes.

GAOTH

Gaoth is Haedrec's sworn friend and protector. Bigger and stronger than Haedrec, and eleven years his senior, Gaoth had been appointed guardian to his young comrade during their years in Castamir's army. Despite his many years of military experience, Gaoth's strongest fighting skill is with his fists, and will challenge anyone to this type of conflict if either he or Haedrec are threatened. Gaoth carries a dagger, but will not draw it unless his life is at stake.

ROVIK

Rovik is another one of Aidhan's old war comrades turned Brotherhood member. Rovik had been assigned to a cavalry unit, because of his adept horsemanship unusual for a Daen auxiliary, (learned during his years as a stablehand for the former Prince of Mornan). In the course of his military service, Rovik acquired proficiency with the sword, dagger, and bow, which he learned to use while performing acrobatic feats from the saddle. Combined with his native hunting and tracking expertise, Rovik's skills make him an invaluable asset to the Brotherhood.

BHEIL

As the first convert and long-time companion of Aidhan, Bheil is the right hand of the Brotherhood and one of its best warriors. Together with Aidhan, Bheil had served as a tracker in Castamir's army, during which time he grew fond of the intense and bright man who would one day become his leader. Like Aidhan, Bheil is very





familiar with the mountains between Erech and the Lefnui. He is also a very skilled archer, and has won several prizes in different competitions.

Bheil prefers to clothe his muscular (5'5") frame in leather, dyed with different shades of green to make him nearly impossible to spot while moving through the woods. The forty year old man has close-cropped, dark brown—almost black—hair, is balding on the pate, and displays an almost completely impassive face, which has earned him his nickname: "Aidhan's stone-face."

FEIRR

Feirr is one of the Brotherhood's most cunning spies, being a skilled bard, versed in many traditional Daen ballads as well as all the popular, contemporary ones, and a compulsive gossip, expert at procuring information. Feirr asks questions of everybody he meets, always giving more than he gets (preferably in the form of juicy gossip about infidelities or sexual peculiarities) so that, while in fact obtaining important information from travelers, his informants believe themselves to be on the receiving end of some entertaining and enjoyable gossip. Feirr's personality is matched by his good looks, which gives him considerable success with the opposite sex.

GÔR-KHAN-GÔR

The headman of the Nâm-fre-Nâm is tall (4'4"), strong, and very agile for his race, wielding an obsidian-bladed club and spear in battle. Gôr-khan-Gôr is always accompanied by a bodyguard of loyal warriors. Because these are all related to him by blood, Gôr is loath to expose them to unnecessary danger; but as headman he is fully prepared to sacrifice both them and himself for the survival of his people. The headman speaks very poor Dunael, but understands the language better than he speaks it. Gôr is an experienced fighter, and many battle scars cover his naked limbs.

KLATU

As drughân, Klatu is the second-most-valued member of the Nâm-fre-Nâm, and enjoys the protection of Gôr-khan-Gôr's personal bodyguard. Although he speaks Dunael more fluently than Gôr, the drughân will hold no converse with outsiders, unless they have first made peace with the headman.

8.5.3 THE SETTINGS

RENDÛL

The fortified town of Rendûl marks the point at which Daeron finally abandoned his hunt for Duranil two years ago, so it is likely that the player characters will stop there in the course of their own search. Because Rendûl is outside of Daeron's present jurisdiction, being some sixty-five miles south of the boundaries of Mornan, the Brotherhood of the Mountain Path will refrain from attempting any violent action against the player characters there. (See gazetteer entry in section 5.0 for further details about Rendûl.)

DURANIL'S GRAVE

Haedrec and his companions buried Duranil near to the site where they murdered him, on a hilltop upon the borders of Mornan. The common grave consists of a shallow trench, covered with turf and cairn stones. Now that two years have passed, moss and grass have begun to cover the mound, but its outline is still clearly identifiable (assuming that this is what one is looking for). If excavated, the decomposed corpses of the once-noble Duranil and his two soldiers will be found, unceremoniously heaped on top of one another, together with rotting clothes and anything else that was not plundered.

SLAEM CARADOG

The village of the Oath-breakers lies twenty miles northwest of the main road running north into Mornan from Rendûl, and is approximately the same distance (as the bird flies) from Morthondost. Slaem Caradog lies hidden at the foot of a cliff near the floor of a deep, thickly-wooded valley of the Ered Nimrais. A dirt trail leads up to the village from the main road, following the winding course of a small stream by which the valley feeds the River Morthond.

Unlike the Orodbedhron clans, the folk of Slaem Caradog are sedentary, though they must supplement their meager garden agriculture with regular hunting and gathering forays into the surrounding mountains. The villagers also engage in some animal husbandry. All in all, Slaem Caradog supports a hundred and twenty souls (nearly a third of which have perished at the hands of the Nâm-fre-Nâm). Because they live within two days' journey of the Paths, the Oathbreakers of Slaem Caradog do not bury their dead beside the village, but instead bear the bodies on the long funeral march into the haunted mountain, where they are interred according to Coentis custom.

8.5.4 THE TASK

The task of this adventure is to use the Brother-stone to make peace between the Nâm-fre-Nâm and the Oathbreakers of Slaem Caradog, and to obtain the Deadman's Eyes from the Drughu (their only means of entering the Paths of the Dead). In the course of events, the player characters will also learn of Duranil's death and the Elendilmir's final resting place. More importantly, however, they will have an opportunity to size up the Brotherhood of the Mountain Path (their principal opposition), and may begin to perceive more clearly the nature of the stakes involved in the recovery of Silmarien's jewel.

STARTING THE PLAYER CHARACTERS

Even if the player characters decided to make straight for Mornan from Tolfalas, rather than following Duranil's trail through Anfalas, they will still encounter Haedrec and Feirr at some point prior to their actual entry into Mornan (at Calembel, if they took the road through Lamedon). They may choose to ignore the overtures of both the Oathbreakers and the Brotherhood; but in that event, Bheil will simply wait to ambush them as they reach

the borders of Mornan. If the player characters defeat the Brotherhood's attempts against them, but still persist in ignoring Haedrec's plea, they may move on to the final episode. (See Section 8.6.)

Whether the player characters journey to Mornan via Anfalas or Lamedon, it is assumed that their approach is marked by Rovik and reported to Aidhan well before they reach the borders of the fief. If the Brother-stone is visibly displayed by one of the player characters, Aidhan may only seek to take it from them; if he is not aware of the stone, Aidhan will simply order the Brotherhood to prevent their entry into Mornan, so as to avoid a confrontation between the player characters and Daeron. Either strategy may include murder as part of its solution, though that is neither Daeron's nor the Brotherhood's primary intention.

Aidhan will entrust the matter to Bheil, his second-in-command. Bheil will ride off to the vicinity of Rendûl (or Calembel) along with a company of armed brethren (the number to be decided by the gamemaster), and then command Feirr to approach the player characters in town, offering to lead them to the place where Duranil was murdered. Whether or not this turns out to be the actual site of the murder, it will be a place pre-arranged with Bheil for the ambush. Of course, the Brotherhood will not be expecting Haedrec and Gaoth to show up and approach the player characters at the same time as Feirr.

AIDS

If the Brother-stone is worn openly by one of the player characters, the Drug raiders of Slaem Caradog will be able to notice it (even in darkness). Once identified, the Nâm-fre-Nâm will cease all hostilities, realizing that the player characters are not Oathbreakers, and will try to communicate with them. A temporary peace can be made and, if the player characters act wisely, the Drughu will invite them to speak with their headman, G6r-khan-G6r and the drughân, Klatu.

OBSTACLES

Thus far, the quest for the Elendilmir has been a scramble to find and reassemble the scattered fragments of truth pointing to the jewel's actual location, and most of the conflicts in this race have been waged on more or less equal terms between the contending groups searching for it. But now, the player characters have entered a region under the direct political and military control of their chief adversary, Daeron, and this fact changes all the rules of the game.

If the player characters do assist the Oathbreakers and travel to Slaem Caradog, they will still be outnumbered by the Nâm-fre-Nâm. If they don't think to use the Brother-stone, the player characters may choose to fight it out, killing as many Drughu as possible; but their number, coupled with the ferocity and skill of the Nâm-fre-Nâm warriors, will most likely overwhelm them. The gamemaster should, perhaps, point out that solutions other than violence may better serve the player characters' aims.

OUTCOMES

Even if they repulse Bheil's ambush, the player characters will still have to deal with the Brotherhood, as the latter has many followers. If it has been discovered that the player characters possess the Brother-stone (and therefore a means of obtaining Deadman's Eyes from the Nâm-fre-Nâm), Aidhan might decide to wait until they have resumed their trek towards the Paths to ambush them again. As a last resort, the Brotherhood might simply allow the player characters to enter the Paths of the Dead unopposed, and then lie in wait at the entrance for them to come out with the Elendilmir. But whatever the case, this is not the last of the Brotherhood they are likely to see.

8.5.5 ENCOUNTERS

MEETINGS IN RENDÛL

Rendûl is large, and has a few taverns and inns, but word will travel fast when the player characters arrive, especially if they begin asking questions about Duranil. Feirr will approach the player characters, offering them an exchange of useful information. "Duranil and his men were killed long ago," he says, "and buried by those accursed Oathbreakers from Slaem Caradog. If you like, I can guide you to the place where he was buried—few know of it."

As Feirr is conversing with them, Haedrec and Gaoth will enter the tavern (or wherever the player characters are) and approach them in turn. Immediately, the player characters will perceive a deep hatred between Feirr and the newcomers. Haedrec will ask whether they seek the location of Duranil's burial, and then add: "Those would know best who buried the man; but if you prefer the company of this creature, I'd advise you to watch your own backs, lest smooth-talking Feirr's dagger find its mark. For the Brotherhood of the Mountain Path are a gang of thieves and murderers."

If they are in a public place, Haedrec's retort will be met by dark looks and cries of "Begone, Oathbreakers! You and your black-spirited outcasts deserve to die yourselves! You might as well meet it sooner than later!" For a moment, it seems as if the assembly is about to mob and lynch Haedrec and his companion, but aside from a few pieces of thrown refuse, no hand is laid upon them.

Ignoring Feirr and the scornful onlookers, Haedrec will speak to the player characters: "Where the truth may lie you must judge for yourselves, it seems; but hear me, for I am called Haedrec, and Gaoth with me, men of Slaem Caradog. We know what you seek, and would aid you; but if you take up with this man, beware."

At that moment, the Town Guard will interrupt, responding to the disturbance of the townspeople, and order Haedrec and Gaoth to depart. Then, turning to the player characters, Haedrec will say: "We will wait for you by the town gates until sundown." The soldiers will then escort the two Oathbreakers out, followed by curses and spitting from the folk of Rendûl.





Feirr will attempt to defend himself against Haedrec's accusations, denying any involvement with the Brotherhood of the Mountain Path, but painting a picture of it ("as best I can, from the rumors I've heard") in much more flattering terms than the Oath-breakers. He will then go on to explain that the folk of Slaem Caradog are at war with Wild Men of the mountains, and were probably seeking to lure the player characters' swords to their cause in exchange for false promises of aid.

"For it's said," Feirr quotes in proverbial fashion, "that one man's truth is an Oathbreaker's lie. I don't know what it is that you would seek from such cursed people, but as like as not, they are in league with the Dead, and seek to deceive the living for their own dark purpose. Did they not admit bloodguilt for Duranil's death? Do not trust them!"

CHOOSING SIDES

Feirr will repeat his offer to guide the player characters to the site of Duranil's demise, but will be very cautious not to appear overly-interested in their decision, lest Haedrec's accusations find warrant in their minds. Feirr's most pressing concern, in fact, will be to warn Bheil that the Oath-breakers appear to be unexpectedly meddling in the Brotherhood's plans regarding the Elendilmir. Feirr will take leave of the player characters while he "makes arrangements for the two-day journey to Duranil's grave," leaving them to decide whom they will trust as guide. If the player characters shadow him, they will see Feirr meet with the horseman Rovik, who will swiftly depart Rendûl after receiving the message for Bheil.

If the player characters approach the Oathbreakers at the town gates, Haedrec will confess that they are in need of warriors to aid the plight of their village: "We beg for your aid! Our homes and families are under attack—houses burned, animals and crops destroyed, women widowed and children orphaned. The Puchael, demons one and all, attack by night from the mountains. We cannot stop them, for our village is small, and the Puchael come with many warriors." (If asked to describe the "Puchael," it will become apparent to the player characters that Haedrec and Gaoth are describing Drughu.)

If pressed about Haedrec's intimation that he knows the object of their quest, the Oathbreaker will say simply that the Dead spoke to him in a dream. He will describe the Elendilmir if asked, but will disclose nothing about the Deadman's Eyes or Ygana's intention, until they have been brought to Slaem Caradog. Haedrec is also willing to explain to the characters who the Brotherhood of the Mountain Path are, though neither he nor Gaoth have any knowledge of Aidhan's agreement with the Nâm-fre-Nâm. They may know (or suspect) something of the Brotherhood's connection to the Steward of Mornan.

If asked for a proof of their claims, Haedrec will agree to show them where Duranil is buried, and testify to the circumstances of his death. (If any of the player characters experienced the vision on Tolfalas, they may notice that both Haedrec and his companion bear a striking resem-

blance to Duranil's murderers.) Haedrec and Gaoth will appeal to the player characters' sense of humanity. They are not above groveling, if that is what it takes to get them to aid their village.

THE AMBUSH

Whether the player characters choose Feirr or Haedrec as their guide, Rovik will shadow them from a distance, possibly accompanied by reinforcements from the Brotherhood. The ambush site will be chosen to give the advantage to the attackers (a narrow pass, for example). During the attack, Rovik and his men will bring up the rear, so as to prevent any easy escape from the ambushers. The Brotherhood will take great care not to kill Haedrec or Gaoth, but will instead try to subdue them or render them unconscious.

If at any point it becomes apparent that the player characters are losing the fight, Bheil will call a halt and offer them terms of surrender, promising them their freedom in exchange for the Brother-stone (if he knows they have it). Whether or not such an impasse is reached, if Feirr is the player characters' guide, he will attempt to seize the Brother-stone from its bearer during the confusion of combat. Unless subdued, Haedrec and Gaoth will fight to the death (since the fate of their village is at stake).

SLAEM CARADOG

It is a four-day journey from Rendûl to Slaem Caradog, though with haste it could be made in three days on foot or two by horse. Whatever the time frame, the player characters will arrive at the Oathbreaker village during the immediate aftermath of a Drug attack.

Smoke and fire will be seen from a distance, as homes continue to burn to the ground. Livestock (pigs, chickens, and cows) lie slaughtered in their pens, or run wild towards the edge of the village. A few bodies will be seen lying on the scorched earth, clutching swords, near its entrance. The slain appear to have suffered spear wounds to the chest, though their assailants are absent for the moment. Only the strong, young males appear to have been killed in the defense of their homes, while the women, children, and elders were spared.

The villagers are overwhelmed by the devastation of their homes. A few dozen remain, cowering and hiding inside their homes, but most others had deserted their houses during the attack. A few village elders may spot the player characters as they enter the town, but will be reluctant to come out into the open night air, as fear continues to pervade Slaem Caradog.

Just as the player characters reach the center of the village (and begin to understand the extent of the damage), a drum roll will be heard from across the valley. The player characters may recognize this as a Drug signal, but if they do not, Haedrec and Gaoth will say with trepidation: "They are coming."

A line of eight figures will appear among the trees at the edge of the burning village. Silhouetted by the light of the moon, only their red eyes can be seen clearly, hidden by the



darkness. The Nâm-fre-Nâm will not attack immediately, but they will begin to close in and surround the player characters, halting just before they get close enough to attack. Then they will wait as Gôr-khan-Gôr closes in from behind with eight of his bodyguard.

The Drughu are all armed with spears and stone-spiked clubs. Although they wear no armor, their bodies are covered with *gnosh*, which helps them combat pain and exhaustion, and allows them quickness and stealth. If the player characters attack them, the Nâm-fre-Nâm will throw their spears and move in with their clubs, but they will avoid combat with heavily-armored opponents.

MAKING PEACE

If the Brother-stone is displayed to the Drughu, Gôr-khan-Gôr will gesture to speak without weapons brandished. If the player characters are willing to parley, then Gôr will call for Klatu to come forward from his hiding place in the shadows. The drughân will speak in Dunaël: "This is not your battle. Why are you here?" (If none of the player characters speak Dunaël, Haedrec will translate for them.)

The player characters will be given an opportunity to answer, but the Nâm-fre-Nâm are impatient, and do not tolerate threats or insults—they have come with superior numbers, and have risked war with many. If the player characters seem peaceable and their words truthful, Klatu will speak with them at greater length, asking them whether they would sue for peace between the Nâm-fre-Nâm and Slaem Caradog.

Gôr is willing to make peace with the Oathbreakers, if urged persuasively by the bearer of the Brother-stone to do so; but the headman will explain to them, through Klatu, that an agreement has already been made between the Nâm-fre-Nâm and the Brotherhood of the Mountain Path. Although Gôr is bound by custom to put trust in the possessor of the Brother-stone, he wants assurance that peace with Slaem Caradog will not create new hostility with Aidhan's people.

If asked, Klatu will recount their dealings with Aidhan, at which point Haedrec will declare openly to the player characters what Ygana spoke to him in his dream: that the King of the Dead holds the Elendilmir in his care, and is willing to part with it only if the player characters cause hostilities to cease between the Nâm-fre-Nâm and Slaem Caradog; and that only by means of the Deadman's Eyes can they enter the Paths to claim the Elendilmir.

When Klatu hears this, he will confer privately with Gôr in their own tongue, and then propose the following terms: the Nâm-fre-Nâm are willing to part with Deadman's Eyes for the sake of the Brother-stone, and they will proclaim a temporary truce with the folk of Slaem Caradog, so long as the Oathbreakers make no attempt at retribution; but they will not nullify their agreement with Aidhan, unless the player characters are able to guarantee that peace with Slaem Caradog will not breed war with the Orodbedhrim.

If all are agreed on these terms, Gôr and Klatu will call the Brother-stone as a witness to their truce with the Oathbreakers. Following the customs for binding the agreement, the drughân will call for an exchange of gifts, asking that a gift be given to the headman in exchange for a dozen Deadman's Eyes: "Take these with you, and eat only one at a time. Then you enter Paths without fear. Only with Deadman's Eyes can you behold the King of the Dead, and live. But beware, if you eat one too many, you will join the Dead."

8.6 ADVENTURE:

THE HAUNTED MOUNTAIN

Having learned from the Oathbreakers of the Elendilmir's location, and having obtained the Deadman's Eyes from the Nâm-fre-Nâm, the player characters are at last ready to begin the final stage of their quest. With a tenuous truce behind them, and Daeron and the Brotherhood before them, the Paths of the Dead are the least of their worries. Now all who seek Silmarien's jewel converge on Mornan, and getting through the Paths unscathed may be a lot easier than getting back out of Mornan alive.

8.6.1 A TALE OF CONFRONTATION AND COOPERATION

As Daeron paced nervously to and fro at Morthondost, awaiting word from Aidhan of the Brotherhood's elimination of Parmandil's seekers, the steward received an unexpected visitor. It was Curunir the White, newly arrived from his investigations at Minas Anor. Eager to avoid incurring the wizard's suspicions, Daeron welcomed his guest, pressing him for any news of the Elendilmir.

The White Wizard raised a doubtful eyebrow at the steward's anxious question, but proceeded to inform him that he had gazed into the Anor-stone, and had discovered many "intriguing" things. The Elendilmir of Silmarien, it just so happened, was not on Tolfalas at all, but rather lay hid in the Paths of the Dead—how fortunate that he and Daeron should now be in a position to obtain it, together! Or did the steward have other counsels in mind?

Desperate to think of excuses to delay the wizard's intention, Daeron claimed that the road and countryside round about were infested with Orodbedhron rebels, and that it would be prudent for them to remain at Morthondost until the danger was past. Curunir responded with mock amazement, thanking the Valar that he had not encountered any of these brigands on his way through Lamedon, and agreed to wait with Daeron until the road to the haunted mountain was declared safe for travel. In the meantime, Curunir would take advantage of his proximity to the steward to read his hidden purposes.



8.6.2 THE NPCS

AIDHAN

Aidhan is the unchallenged leader of the Brotherhood of the Mountain Path, and will personally lead its final efforts to defeat the player characters and claim the Elendilmir for Daeron (or himself). Aidhan will not allow the ideals of the Brotherhood to be compromised by the conflict over this "Númenórean" artifact; but he recognizes its importance to the Brotherhood's goals, and is prepared to take desperate actions to prevent Silmarien's jewel from falling into another's hands to the detriment of the Orodbedhrim.

Aidhan's growing power among the Orodbedhrim has not changed his humble nature, and he still wears simple clothing and eats peasant food. Aidhan is a true idealist, believing that the work of the Brotherhood is done only for the good of the Daen. The great popularity of the Brotherhood is to some extent due to the patent selflessness of its leader. Aidhan is not a fanatic, but rather a very determined and thoroughly committed man, who knows exactly what needs to be done to accomplish the task at hand.

Aidhan is tall and wiry for a Daen (6'2"). At the age of forty-one, his nut-brown hair is greying. Aidhan has intense, black eyes, and a voice that could convince a stone. He served in Castamir's army as a skirmisher, and is skilled at hunting and tracking. Aidhan is unschooled and illiterate; but he is skilled in relating to others, and possesses considerable practical wisdom and intelligence.

DAERON

By now, Daeron is aware that Parmandil's search party has reached Mornan and has taken up with the Oathbreakers of Slaem Caradog (though he may not yet realize that the player characters have a means of obtaining Deadman's Eyes from the Drughu). Since Curunír's arrival, the steward has been extremely cautious about taking any direct action that might associate him with the Brotherhood, making no effort to hinder Parmandil's seekers while they travel through his fief.

Daeron's behavior during this adventure depends greatly upon the outcome of the confrontation at the Paths. Although his purpose from the beginning has been to deliver the Elendilmir to Mûrabêth in Umbar, Daeron might be dissuaded from this course of action, if his seizure of the circlet were to appear as clear treason against Gondor. In this case, Daeron's preferred alternative would be to support its bestowal upon Estel, since in this way he could claim to have contributed to the future security of Mornan.

ESTEL

Estel is the only surviving child of Maeglin, the late Prince of Mornan who, along with Estel's mother, was cruelly slain by the Cult of Benish Armon in T.A. 1441. (See Section 5.6 of *The Kin-strife* sourcebook, and Section 7.5.2 of *Southern Gondor: The People*.) Estel witnessed her parents' death by sorcery, the horror of which drove her to madness. In that same year, the Council of Gondor decided to place Mornan under the stewardship of Daeron, holding in abeyance the matter of succession, until Estel should recover from her ailment.

Although her scars prevent Estel from exercising the fullness of her mental powers, she is by no means witless. Estel is quite capable of intelligible conversation and thought; but such moments of clarity are sporadic, and are often interrupted by long periods of blank silence, incoherent speech, or uncontrollable fits of emotion. While her madness does not appear to affect her motor skills, it often preoccupies Estel's thought to the extent that she is unable to take care of herself without a nurse.

Whether Estel's insanity is less pervasive than it seems is difficult to judge, due to the fact that she is gifted with the Truesight of Númenor (see *Southern Gondor: The People*, Section 5.1.2.), which enables her to perceive or understand things hidden to others. Her madness has not distorted or deprived Estel of this gift, but has made it impossible for her to control. This often leads to unbidden (and sometimes unintelligible) digressions in her speech that destroy her train of thought. It also makes it difficult for Estel to recall what vision she may have seen, unless she is questioned about it at the moment when it arises.

TELERIEN

Daeron's wife, Telerien, acts as Estel's nurse and companion, and so knows more of the girl's mind than many. Although Daeron has not discussed his interest in the Elendilmir with his wife, Telerien actually knows quite a bit about the matter, thanks to Estel's prophetic ramblings. Of course, Telerien had to piece together much of the truth through her own guesswork; but, given her intimate understanding of her husband's motivations and personality, she has gathered that this "shiny stone" (whatever it is) may be able to cure young Estel's malady.

Telerien has revealed nothing of this to Daeron. She too is concerned with her sister in Umbar; but over the years of her husband's stewardship, Telerien has come to love Estel like a daughter, and if there were any means of making Estel whole again, she would wish for it to be so. Because Telerien perceives that Daeron's search for this thing is born of noble motives, she believes herself able to redirect his sense of chivalry to Estel's plight. Telerien does not intend to approach her husband with such counsel, however, until Daeron actually has the Elendilmir in his power.

CURUNIR

The White Wizard has looked into the palantír of Minas Anor, and knows of Daeron's deception concerning the Elendilmir. Curunir does not, however, perceive what Daeron intends to do with Silmarien's jewel should he succeed in obtaining it from the Paths of the Dead. For this and other reasons, he has come first to Morthondost in order to decipher exactly what the steward is up to.

Curunir now realizes that he may not be able to take possession of the Elendilmir without incurring the censure of the king. In light of this, the White Wizard believes that the best course of action will be to act as a mediator in the dispute that is likely to arise when the cirlet is produced from the Paths. In this way, Curunir's trustworthiness in looking after the treasures of Gondor will be validated, and he will have some role in determining the artifact's ultimate fate, should a time come when he might require it for his own inscrutable purposes.

MORTHEC

Because the seekers of the Elendilmir have been charged with seeing to the peace of the Oathbreakers in Mornan, the King of the Dead has a personal interest in the disposal of the cirlet. This is even more the case, because the Dead are intimately concerned with the preservation of the line of Elendil, without whom their release from bondage will never be realized. Though the fact remains a secret to most, the princely line of Mornan is in reality a direct branch of the royal line through Tarannon Falastur; hence, Morthec desires that Estel should be enabled by Silmarien's jewel to continue this lineage. (See *Southern Gondor: The People*, Section 9.0 for further details about Tarannon and Morthec.)

YGANA

The Prophetess of the Dead had been Morthec's royal seer in life, and when her lord passed into the shadows of the haunted mountain, she followed. In her present state, Ygana continues in her former life's vocation, endowed by death with vastly-expanded perception and foresight. But although she sees much that passes in the lands of the living, Ygana is constrained in the disclosure of such potent knowledge to mortals; hence, many of her oracles are ambiguous and vague.

Ygana shares the concerns of Morthec regarding the fate of the Elendilmir, but believes that the real threat that must be guarded against comes from the Brotherhood of the Mountain Path, whose claims she regards as self-deceived and pliable to the lies of Sauron, by which she and Morthec were brought to their present evil state. Ygana believes that, with the aid of the Elendilmir "bestowed" upon her by the Dead themselves, Estel will command the respect of the Daen of Mornan—Orodbedhron, Oathbreaker, and Danan Lin—to counter Aidhan's misguided Brotherhood.

8.6.3 THE SETTINGS

MORTHONDOST

Although Daeron does not anticipate any attempts upon Estel, the heiress to Mornan will be kept within the walls of Morthondost at all times, and will be allowed visitations only where fortress guards are close by. Aidhan is a frequent visitor to Morthondost, but he is never permitted inside with armed followers. Player characters seeking entrance into the fortress will similarly be asked to leave their weapons with the Captain of the Guard. (See gazetteer entry in section 5.0 for further details about Morthondost.)

THE PATHS OF THE DEAD

The narrow ravine which forms the southern entrance to the Paths is highly defensible from within, but offers little in the way of escape, should its opening be hemmed about by an armed company, which could camp well out of arrow's range and yet hold the passage with ease. It is this feature of the terrain which will make it difficult for the player characters to avoid some kind of confrontation with their opponents. (See Sections 5.0 and 7.2 for further details about the Paths.)

8.6.4 THE TASK

Having obtained the Elendilmir from the Paths of the Dead, the task of this adventure is to deal with the rival seekers of Silmarien's jewel, so that there will be peace in Mornan among the Daen and Drughu. Depending on how the player characters handle this task, its successful resolution may or may not involve further conflict with the Brotherhood of the Mountain Path. Ygana can provide the player characters with insight into the dilemma, but neither she nor Morthec will be able to decide a course of action for them.

STARTING THE PLAYER CHARACTERS

This adventure assumes that the player characters have already established a truce between the Nâm-fre-Nâm and the Oathbreakers at Slaem Caradog. Once they have been given the Deadman's Eyes, the player characters must decide on what route to take to the Paths of the Dead. Gôr-khan-Gôr will offer them Drûg scouts to guide them by secret, mountain trails to the entrance of the Paths. This way would be quicker than the road through Morthondost, but would be more fatiguing. On the other hand, the road would potentially expose the player characters to further attempts by Daeron or the Brotherhood to stop them.

The player characters may, however, have other reasons for choosing the road. They may desire to confront Daeron at Morthondost. Also, if they saw the vision on Tolfalas, they may very well intend to find out more about Estel, and what her role in the quest for the Elendilmir might be, prior to braving the Paths of the Dead. The road through Mornan will take two days to travel (or, if they have horses, one day of breakneck riding), whereas the mountain trails will take a single day.





AIDS

Once eaten, Deadman's Eyes will cause the user to feel a powerful euphoria and a sense of being at one with Nature, both living and dead. The mushroom will allow the user to see spirits and supernatural images that normally cause instant fear. Deadman's Eyes do not cause delusions or hallucinations, but instead allow the user to endure the presence of the Undead. Although not addictive, they are highly toxic, and cannot be safely ingested more than a few times in the course of a month. (The Drughu use Deadman's Eyes to protect their dwellings by planting the mushrooms in a perimeter about their campsites.)

After two mushrooms, the person will suffer extreme stomach pains, nausea, and breathing problems for twenty-four hours. Three mushrooms will sometimes cause death from blood poisoning and failure of internal organs. Four or more mushrooms will cause an uncomfortable death within a day of their ingestion. The mushroom acts quickly, taking full effect only ten seconds after indigestion. The effects last for 1D3+3 hours, after which the spirits of the Dead will suddenly become as terrifying and horrific as they would normally be.

OBSTACLES

Throughout this adventure, the Brotherhood of the Mountain Path is likely to be the player characters' sole opposition (since Daeron will not use his official powers as steward to openly oppose a group authorized by Prince Aldamir). The nature of the Brotherhood's opposition, moreover, is complicated by the fact that the player characters' search for the Elendilmir has become enmeshed in an attempt to thwart their own efforts to create strife between the Oathbreakers and the Nâm-fre-Nâm. Depending on the outcome of the adventure, the Brotherhood may end up turning against Daeron himself, if it becomes clear that the latter does not intend to use the recovery of the Elendilmir to bolster the Brotherhood's own claims with the Council of Gondor.

OUTCOMES

The several possible outcomes to this adventure (and therefore, to the campaign) revolve around which party ends up in possession of the Elendilmir. If the player characters (for whatever reason) decide to keep Silmarien's jewel for themselves, the campaign will continue, as the other contenders will surely pursue them for it. If the player characters run off with the circlet, they will be in a position to gain great political power in Middle-earth, whether by using the Elendilmir to rally support for some cause, or by bestowing it on some existing potentate (King Araphor of Arthedain, for instance; or some Umbarean faction, or even the Witch-king), which could well serve as a road to ennoblement for the player characters.

If Estel receives the Elendilmir and is cured of her madness, she will be judged fit to inherit her father's fief, and so will become Princess of Mornan when she reaches her majority in T.A. 1458. As soon as she is established, however, Estel will devote her efforts to maintaining peace between the Drughu and the Oathbreakers. Her treatment of the Brotherhood will depend largely on Aidhan's deeds during the quest for the Elendilmir. The same will be true in the case of Daeron, who may decide to flee to Umbar with Telerien his wife.

If the Elendilmir ends up in King Eldacar's possession, its existence will be kept secret, so that it might be preserved for the royal house in some future need. Eldacar will decree that the circlet be returned to Minas Ithil (where it will be lost in T.A. 2002, when the Witch-king's host captures the city). It will not be rediscovered during the remainder of the Third Age, though it might appear again for adventures occurring in the Fourth Age; after all, intrepid player characters may make surprising discoveries in the ruins of Mordor's old fortresses.

If Mûrabêth gains Silmarien's jewel through Daeron's cunning, her power and prestige in Umbar will increase greatly over her adversaries. This will not immediately alter the course of the confederates' depredations upon southern Gondor; but it will shift the balance of power towards a more defensive strategy, less concerned with reclaiming the throne of Gondor (since Mûrabêth's only claim to rule was through her late husband, Castamir). Again, depending on how such an outcome may reflect upon Daeron, the latter may choose to abandon Gondor and seek refuge in Umbar.

Although it is unlikely, if Curunir actually obtains the Elendilmir, the White Wizard will take leave of Gondor for Eriador, where he may or may not use it to strengthen Araphor's position over the North-kingdom. What exactly Curunir does depends largely on how flexible the gamemaster is willing to be with the established course of Third Age history. In any event, what is critical to this adventure is the fact that the wizard knows of the existence and location of the Elendilmir, so that at some future date he takes possession of it and adds it to his hoard in Orthanc (sometime after the year T.A. 2759).

8.6.5 ENCOUNTERS

A VISIT TO MORTHONDOST

If the player characters decide to stop at Morthondost on the way to the Paths, they will have an opportunity to encounter Daeron, Curunir, Estel, and perhaps Telerien. The steward will make a pretense of welcoming the player characters without any hesitation, but will appear much more serious in mood, in the light of Curunir's recent "disclosures" about the Elendilmir's resting place. He will question them thoroughly about their adventures since Pelargir, and will pretend alarm if they recount to him their troubles with the Brotherhood.

If accused of misleading them to Tolfalas, Daeron will not deny his involvement in the Duranil affair, but will argue instead that it was necessary to search Imrazôr's Hallow, since Daeron had no way of knowing for certain whether or not Duranil had actually taken the Elendilmir. His own speedy flight to Mornan was intended to cover as many possible locations of the circlet before the confederate spies gained the lead. Daeron will use this same rationale to justify his withholding of information from the player characters.

If the player characters ask to see Estel, the steward will grow somewhat wary and defensive, asking to know their purpose (since his charge appears to have no relation to their quest). The player characters need not disclose their entire vision on Tolfalas for their request to be granted, but some plausible explanation will be required. Daeron will not object to the player characters seeing Estel privately, so long as Telerien is with them. The great interest shown in Estel will surely pique Curunir's curiosity, and he may decide to interview the girl himself at some point.

The gamemaster must decide how much Estel may "know" about the Elendilmir when questioned, but Telerien will be very attentive to all that transpires between Estel and the player characters (though Telerien will not initiate conversation, unless it seems clear that the player characters possess a sure means and willingness to obtain the circlet on Estel's behalf). Estel herself may be either fascinated by the player characters, or completely disinterested in their questions, as her mood dictates.

Throughout the time that they are at Morthondost, Daeron will try to determine whether the player characters are in possession of Deadman's Eyes, and how difficult it would be to seize the mushrooms without them immediately noticing it. To this end, he may invite them to stay the night (with the intention of drugging their wine, or some similarly non-violent means of subduing them for the Deadman's Eyes), while his patrols ostensibly sweep the roads clear of any threat from the Brotherhood.

If the player characters insist on going at once to the Paths, Daeron will claim that he cannot afford to send any soldiers out with them, since the greater part of his garrison is scattered across the vale, searching for brigands. But if sorely pressed, Daeron may grudgingly supply them a small, mounted company of men (which he will recall as soon as they have entered the Paths). Curunir will follow the player characters as far as the Paths, but from a distance.

THE ACTIONS OF THE BROTHERHOOD

The course of action Aidhan decides to take will depend upon how much of a threat the gamemaster wants to make him. If the player characters choose the road from Sarn Erech, the Brotherhood might lie in wait for another ambush, in the hopes of stealing the Deadman's Eyes and using the mushrooms themselves to enter the Paths. Alternately, the gamemaster might assume that Aidhan's men espy the mountain trail the player characters take with their Drûg guides, in order to stage an attack on more dramatic terrain.

If the gamemaster is not content with having the Brotherhood attack the player characters on the way in and then bar their exit on the way out, Aidhan might take more extreme measures. If he learns that the Nâm-fre-Nâm have nullified their agreement about Slaem Caradog (albeit temporarily), Aidhan may decide to treat the Drughu as traitors to the Brotherhood's noble purpose, and send his Orodbedhrim to slaughter them. In this event, the Deadman's Eyes might be forcibly seized by the Brotherhood, which means that they would be able to pursue the player characters into the Paths themselves and wreak further havoc beneath the mountain. (Who knows? In the event of the player characters' demise, the Dead might even grant the Elendilmir to the Brotherhood, if they promise to end hostilities towards Slaem Caradog—a small price to pay for the greater boon of Silmarien's jewel.)

ENTERING THE PATHS OF THE DEAD

Player characters who enter the narrow ravine leading to the Paths of the Dead will be met at its door by the grey shape of Ygana, translucent yet visible before the night-darkness beyond. The prophetess will hail them solemnly: "Those who would seek the Elendilmir of Silmarien, follow me, and look upon things hidden since the foundation of the world." With that, she will turn and pass back noiselessly through the stone arch of the doorway, into the darkness.

The player characters may light torches if they wish, but Ygana will remain visible to them as a faintly glowing figure. The journey to Morthec's throneroom will take a full hour to complete. As the player characters follow the prophetess down the dark, subterranean corridors, they





will behold other ghostly figures of like nature to Ygana—ancient Daen Coentis warriors—who bow as they pass by. At last, they will reach the cavernous throneroom, where Morthec the Doomed sits upon a carven, stone seat, surrounded by his Undead courtiers. Before the king, set on a pedestal, is the shining, mithril circlet of the Elendilmir. Its crystal illuminates the chamber.

The prophetess walks forward and stands before the king, bowing and announcing the arrival of the player characters: *"O King of the Mountains, Lord of Oathbreakers, Morthec Gruan, these are the seekers of the Elendilmir—mortal Men, who have passed through our dark doors, and yet live. For the bloodguilt of the Puchael defends them, as was decreed by the prophecy."* Then, turning to the player characters, Ygana asks that they each name themselves in the presence of the king.

RECEIVING THE ELENILMIR

After the player characters have presented themselves before Morthec, the King of the Dead will speak: *"You have journeyed over many leagues, across the lands of the living, to reach this place. For what cause do you seek the Jewel of Silmarien, which has been placed in our care? Let us hear your tale."*

After the player characters have spoken to his satisfaction, Morthec will turn to Ygana, and the prophetess will address them: *"The King of the Mountains agrees to surrender this thing to your care; but in return, you must perform a service on our behalf. Those who have not yet joined us in death, those whose time among the living has not yet ended; these you are called to protect, that they might no longer be troubled by our kinsmen not subject to the curse. There are evils enough in the world, and time will gather them unto us, ere the end. Let them be! Thus speaks Morthec Gruan, King of the Mountains. Do you accept this charge?"*

If the player characters reply in the affirmative, the prophetess will beckon for them to gather around the pedestal that holds the shining Elendilmir. *"Meet your hands with this ancient jewel, and swear that these things you will do, unless death take you, or the world end."* If the player characters swear the oath, Ygana will motion for them to take the Elendilmir. *"Receive then the object of your quest, and return to the lands of the living; and let no Oathbreaker hinder you."* With that, all the Dead save the king himself will bow once again to the player characters, and Ygana will lead them out of the Paths the way they came.

At the entrance to the Paths, Ygana will speak once more to them: *"A host of foes awaits you on your return, and you must face them. But take counsel in your hearts, for the Jewel of Silmarien holds power for good or evil, and you must judge whom best it may serve. But know also that it is not the part of the Dead to counsel the living in this matter."* With this cryptic remark, the prophetess vanishes back into the eternal night of the Paths.

CONFRONTING THE OPPOSITION

Aidhan and the Brotherhood lie in wait for the player characters beyond the ravine, hiding their full numbers behind boulders and undergrowth. (As elsewhere, the gamemaster should determine the actual number according to the level of difficulty desired.) As the player characters exit, Aidhan reveals himself (out of bow range) and hails them: *"Seekers of the Elendilmir! I am called Aidhan, leader of the Brotherhood of the Mountain Path, defenders of the Daen-folk in their affliction! Stand and deliver that which you bear, and you shall have leave to pass unharmed; withhold it, and it shall go ill with you!"*

The gamemaster must decide how to handle what follows. Should the player characters comply outright with Aidhan's demand (an unlikely event), they will be allowed to go in peace, while the Brotherhood carries the Elendilmir off to Daeron. The player characters may, of course, choose to fight it out with the Orodbedhrim; but they might also attempt to negotiate with Aidhan, offering the Elendilmir as surety that the Brotherhood will end their feud with Slaem Caradog (a proposition which they might well take up).

Another variant might be to challenge Aidhan or a champion of the Brotherhood to single combat, thereby appealing to their sense of martial honor. Again, this is not something Aidhan can afford to be bothered with at the moment; but it is a ploy to which he may be compelled to concede, so as not to lose face with his men, who might otherwise be persuaded into thinking that Aidhan's reluctance to lay honor on the line stems from the fact that their current enterprise is not really for the cause of the Brotherhood, but for his foreign "master." Of course, the player characters would have to put forward some very persuasive rhetoric to achieve this effect, but it is certainly not impossible.

A final option (especially in the event of a combat wherein the player characters are in danger of losing) might be to involve Curunir directly, appearing suddenly in their midst with a blinding flash of light. The White Wizard's voice of command may well halt the fighting, and force the combatants to come to peaceable terms. Here especially, it is crucial that the gamemaster decide how heavy a hand to take in the player characters' fate. Curunir may simply allow them to fight it out with the Brotherhood, while watching from a distance, and reveal himself only after one side has prevailed. (See "Outcomes" and the NPC descriptions above for what is likely to happen in the aftermath of this encounter.)

9.0 RISE OF THE PRETENDER

This section deals with eastern Gondor—notably Lebennin, Harondor and Harithilien—during the time of the Second Wainrider invasion. A small campaign that takes place around the history of the war is presented, focused on a nobleman from Harondor named Gethron, whose ambitions for power becomes increasingly tied up with the war as time passes. This series of loosely-linked adventures centers upon the schemes of Gethron, whom the player characters can be working for or against.

The war itself does not present a good background for role playing, as its general atmosphere is one of sheer destruction, not adventure or interaction. There is very little for player characters to achieve in it unless they are extremely fond of combat.

This chapter's primary purpose is therefore to allow gamemasters to use the Second Wainrider War in play without having to fling the player characters to the front of battle. The surrounding events that take place as a result of war usually involve upheavals of things old and familiar, and take place under desperate circumstances, making them excellent environments for adventures.

THE WAINRIDER WAR IN HARONDOR

Harondor during the Second Wainrider War offers a rather singular environment which may not be to the liking of all gaming groups. The scale of suffering, death, and destruction may be appalling. After the war, royal investigations suggested that one-quarter of Harondor's estimated 500,000 inhabitants had perished at the hands of the invaders, or by starvation, exposure or epidemics. Another quarter managed to escape on foot or by boat to Harithilien or Lebennin.

During the war, Harondor's roads are lined with dying refugees, crying children, abandoned carts and luggage, and corpses. Enemy cavalry scouts roam the countryside in search of loot and straggling Gondorian soldiers. Smoking ruins dot the landscape; most villages west of the Men Harad have been abandoned by the inhabitants, and then plundered and torched by the invaders. Settlements that were captured before the villagers got away are scenes of atrocities best left undescribed.

Player characters caught in Harondor during the invasion face one great challenge: survival. If they are staying in some inland settlement or traveling along the Hyamentien during Nórui, they face a long and arduous trek into Harithilien or the sea in order to escape alive. The invaders ravage the territory for two to three months, during which all Gondorians are fair prey for the enemy warriors. The best way of surviving is by not being seen; but that may be quite difficult, since many of the Easterlings are skilled hunters and trackers.

The setting can easily be combined with wargaming or table-top battles. For instance, the player characters might be put in charge of a Gondorian army unit retreating

through Harondor to Athrad Poros, where it is supposed to unite with Eärnil's army. Another scenario might be a naval evacuation attempt on behalf of civilians from a coastal village attacked by Haruze.

GETHRON THE PRETENDER

Gethron is a tall, slender man approaching his seventies, still in his prime by Númenórean standards. He has a rather dark complexion and very sharp, deep-set eyes from a streak of Haruze blood in his line. This, together with his otherwise Númenórean features, renders him an air of brooding wariness, which inspires confidence in those who follow him and discomfort in those who do not.

On first glance, Gethron appears to be more able and cunning than he really is, but it may take a long time to discover the actual limits of his capabilities. Perhaps as a result, Gethron has received interest from quite a number of fair ladies through the years, but has remained unmarried and childless.

Gethron takes pride in upholding his personal strength in arms, and is a match for many trained fighters with his mace and shield. He would consider himself more of a warrior if he did not turn hopelessly dizzy whenever he gets on horseback (he has a crippling fear of heights). In any case, Gethron seldom uses his combat skills, relying on henchmen and hired knives when brute force is called for. The people around him (some of whom have Haruze blood) are quite a motley lot, and their names and alleged pasts are often falsified.

Gethron resides in his large estates south of Athrad Poros. He owns extensive tracts of land in this area and further downriver, and his fortified mansion is a site of impressive strength. In truth, much of these assets and their renown are the inheritance from more prosperous forebears. The income base from Gethron's lands and his lieges is enough to maintain his grounds and influence, but he must devote most of his time to daily administrative affairs just to keep it at its present level.

Gethron has very little margin for expansion or more lofty enterprises, which leaves him feeling that he has failed to realize the high ambitions of his ancestors. This is essentially correct, but a sign of the times and not really his fault. Partially because of this, Gethron is ever on watch for opportunities to gain new riches and more political influence. A very greedy man, he holds few scruples when he sees a chance to reap profits.

It is important to note that Gethron is not merely a peripheral landholder; he is a noble from the influential House of Mithorn, whose power in Harondor runs back a thousand years to Gethron's ancestor, Mithorn, who fought valiantly with King Eärnil I during the conquest of Umbar in T.A. 933.

The family's members have ever stood vigilant against threats from the South and East. Gethron gives counsel to the governor in affairs of Harondor's defense, and already holds considerable power among the highborn of south-eastern Gondor. There are those who think him a rather





Terrain Map

1. Gethron's manor
2. The Lake Ailnring
3. The Old Mine
4. Farmstead in 'The Evil that Men Do'

uncouth heir to an otherwise noble line, but on the whole his reputation is better than that of many others in these parts.

It is likewise wrong to believe Gethron's efforts wasted. Although history necessitates the failure of his ultimate ambition—to become King of Gondor—this does not mean that he cannot achieve much along the way. Being able to compete for the Winged Crown is no small feat for any nobleman.

The nature of Gethron's machinations has varied over time. He has had a desire for prestige and power throughout his life, but has lacked a set goal to strive for. Prior to the onset of the Wainrider war, he was then merely one ambitious noble out of many in the affairs of the South-kingdom (a type of character that a gamemaster should be fairly familiar with). Once the war broke out, Gethron acted like so many others in the region, concentrating on preserving his own existing assets.

Gethron has never been less trustworthy as during this period, having very much to lose and little to gain. A measure of desperation entered his mannerisms, which could sometimes make him clutch for very dubious and far-flung straws (though he has always had an unfortunate tendency to credulously fall for blatant nonsense, while easily seeing through much less obvious dupes).

Gethron saw fit to pack his valuables when the Haruze advanced towards the Harnen. Leaving Harondor altogether, Gethron spent the rest of the war staying with relatives in Pelargir, where what power he had largely depended on official responsibilities rather than on bonds of personal loyalty. His goals took a drastically different direction during the latter part of the war, when King

Ondoher and both of his sons fell in battle. A short interim followed, while the Council of Gondor debated over whom to name as successor from among several candidates who turned up to claim the throne.

Gethron's grandfather had been married to Bereth, a younger sister of Telumehtar Umbardacil; therefore, Gethron believed himself to have as valid a claim to the Winged Crown as any other contender. He began to take steps to consolidate his position among his peers, looking to every available chance to increase his prestige and influence.

At that time, Gethron was more careful to avoid making unnecessary enemies, and could be more easily trusted to stand by his word. Gethron returned to Harondor in early T.A. 1945, but embarked on frequent journeys to visit the nobility of Pelargir and Minas Anor.

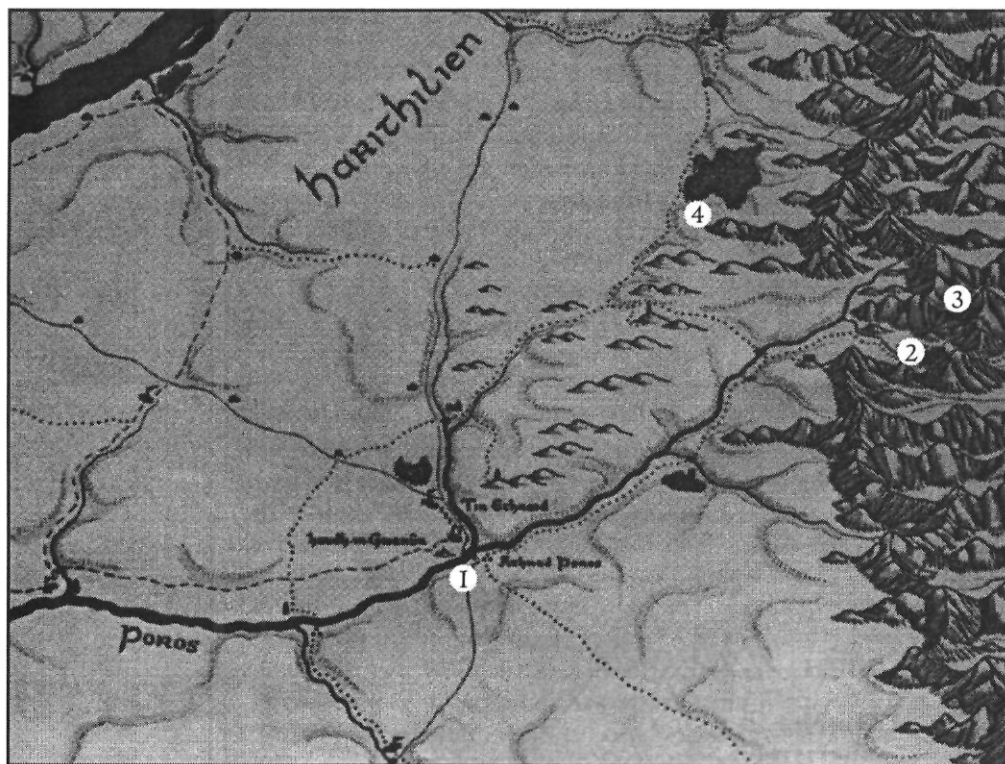
9.1 ADVENTURE: THE FORGE OF WAR

This adventure takes place in the early T.A. 1940s, when the Haruze and Corsairs have captured Umbar but have not yet advanced north of the Harnen. It deals with a hunt for a hidden treasure; a familiar kind of plot, though the treasure itself is of a more unusual kind. The mission's success is very important to Gethron, as its outcome will determine his strength in days to come.

9.1.1 A TALE OF PROJECTS LONG PAST

The strengthening of Harondor's fortifications during the years of recovery following the Plague created a strong new demand for raw materials. An indigenous supply of iron would have been a welcome relief to the meager territory; and, in the early T.A. 1640s, the governor sent out prospectors into the Ephel Dúath in search of ore deposits. Alas, for the most part, these prospectors proved the mountains to be as barren and poor in ore as everyone had feared. (A few, very small deposits were indeed located, but only one or two of these were likely to provide a return on possible investments.)

In the end, the governor decided only to set up a single mining project. This centered upon a mountain ridge known as Gondraim (S. "Stone Walls"), which rose above a large and reasonably slow stream that fed the Poros by way of a lake called Ailnring (S. "Cold Mere"), which meant that the river could be used to transport ores and equipment with ease. The prospect was neither very large nor very rich, but the meager quantities of iron produced from it were sorely needed, and did help in Harondor's return to strength.





The mine had been in operation for a little more than sixty years before it was closed down. By the time that Harondor's strength had recovered, the local value of ore had dropped somewhat, and the small size and distant location of the mine eventually made it unprofitable. The Crown withdrew its interest from the area, which was given into the care of the noble Mithorn family. Too barren to cultivate and populated mainly by Dônán herders, the family thought the land to be of no particular value. The mine was marked on the family maps and was left as it was when first abandoned.

ENTER THE DWARF

One day, nearly three hundred years later, the House of Mithorn unexpectedly received a strange visitor when a courier came riding in with a small figure whom he had found wounded and near death by the foothills of the mountains. None had laid eyes on such a creature before, but there could be no doubt that this was indeed a Dwarf. Gethron sheltered the Dwarf in his own mansion and called for a healer. The Dwarf survived and slowly began to regain health. Before long, he was awake and strong enough to tell his story.

His name was Arin, and he was of Durin's folk in the north. His family had been members of an expedition who had set out from the Misty Mountains on a daring expedition almost two hundred years ago. The Naugrim had long known that the vast Caradhrum Nurn must be blessed with plentiful veins of metal-bearing ore, and that Gondor did not exploit them. Nurn's climate and inhospitable terrain did not deter the Dwarves the way it did Men, and they felt Gondorian policy to be a waste of available resources. A large expedition was therefore set up, with the intention of founding a new Dwarf hold in the southern Ephel Dúath and exploiting the large iron deposits there.

However, a whole new force seemed to be controlling the Orc tribes known to be in the region, and the expedition met with fierce resistance. Driven out of Nurn and unable to return to Gondor, the Dwarves pressed on south into the Chelkar region of Near Harad, eventually finding themselves a modest livelihood. Although treated with suspicion and occasionally outright hostility by the Haruza, the Dwarves prospered by keeping to themselves and earning the local population's acquiescence with their renowned smithying.

This situation had been getting much worse recently. The start of the war had increased the demand for weapons, which the Dwarves were not willing to supply, knowing that they would be used against Gondor. At the same time, suspicion of foreigners increased, until three months ago, the Dwarves were driven out of their hold and massacred. As far as he knew, Arin was the sole survivor.

Wounded, bereft of supplies, and beset on all sides by Orcs, Arin was forced to remain hidden for several weeks before he could escape westwards. A man would have fallen long before; only Arin's will and unbending Dwarf endurance kept him on his feet through the perilous wastes. Regarding himself to be in the courier's debt, Arin sought to repay Gethron his master in whatever way he could.

Gethron had limited use for Dwarf skills without a mine of his own, but he did remember the old Gondraim prospect, and told Arin of it. As soon as the Dwarf was strong enough, he embarked on a sojourn into the mountains to have a look at it, and there he remained for six months. When at last he returned, he had numerous remarks about Men's amateurish methods of mine construction.

The Dwarf claimed there was much more ore to be found in the mine, if only it were excavated properly. Moreover, the original prospectors had made a serious error in overlooking the presence of both coal and chalk, fit for quarrying, around Lake Aelinring. Arin told Gethron that the proper way to make Gondraim profitable was to produce finished goods, not metal, considering it a perfect site for erecting a furnace and the streams flowing into Lake Aelinring would provide water power for a steel smithy.

Gethron was excited by the Dwarf's ideas, realizing that a supply of top-quality Dwarf steel for weapons and armor would greatly raise his standing in the region, not to mention making a large profit supplying the Gondorian army. He traveled to Mírlond, where with promises of steel for the army, he quickly raised the funds for reconstruction of the mine. Arin found a trustworthy work force among the Dônán that lived in the vicinity, who got on well with the stumpy little man, since he promised them payment in metal.

Most of the construction work was finished within a year. Gethron's men were involved in the initial stages of construction around the lake, but once the quarry had been opened and the furnace was properly ignited the activities in Gondraim gradually became centered around Arin and a small, tightly knit group of Dônán youths. Gethron was content to provide supplies and a few guards, sometimes receiving news and some initial samples of the excellent steel the Dwarf was able to manufacture. In the meantime, the Wainriders penetrated further North and West into Harondor.

In the second month that Arin had begun work in earnest, there was an incursion into eastern Harondor, probably originating near the upper Harnen. Large Wainrider bands managed to penetrate far into Gondorian territory, some as far north as the Poros, with devastating effect to the local inhabitants. Gethron suddenly had to concentrate his resources into staving off brigands and marauders from his lands. These continued to harass



people living under his care for several months. The Dônán who lived near the lowlands moved north of the river or closer to the mountains, temporarily losing contact with the rest of Harondor.

News of the attacks reached Gondraim, and Arin decided to withhold further shipments downriver until the crisis had been dealt with. Gethron has now secured most of his lands, but he has not heard from Gondraim for several months. The scouts sent out in that direction have not been heard of since, and the fate of the mine is unknown. Marauding Wainriders and Haruze make the resumption of supplies difficult. The carts with supplies and news have thus ceased coming to Gondraim, and the area has become increasingly isolated. Recently, Arin sent out a scout to tell Gethron that he has a large stockpile of equipment, but has temporarily shut down operations in order not to attract any attention. He warned also that the situation was becoming desperate and he would not avoid notice much longer. This scout was unfortunately killed by marauders well before he reached Gethron's lands.

Gethron now has two options; either he can call in the Gondorian army to clear the way and resume supplies, or else he can tell Gondor that the mine area has been overrun. If he can then restart supplies himself without official help, he can claim all the mine's output for his own private army, thereby furthering his ambitions. Naturally, he takes the second course. He is therefore looking for a band of discreet henchmen who can steer shipments of weapons through the no-man's-land.

Accordingly, he sent a note to one Halmir, chief clerk and financial advisor to the Governor of Harondor, explaining that the mine has probably been overrun and all his men massacred, and hence that the Gondorian investment had been lost. Some good swords had been produced, but he was keeping them to arm a few of his own men. Halmir has regretfully agreed to let the scheme fold.

THE TWO SPIES

Unfortunately for Gethron, Halmir has mentioned the loss of the mine to a few advisors, one of whom, Amlach, while ostensibly a Haruze merchant who had at times functioned as a diplomatic counselor in Mírlond, also works as a spy for Umbar. He has alerted the Umbarean authorities to the presence of a steel weapon factory in that part of Harondor, suggesting that some troops be sent to collect any weaponry before it is salvaged by Gethron or the authorities.

Not all in Mírlond are so trusting as Halmir, however. Governor Marach's chief accountant Ailinel, who is Tirith Dolen's Eye in Mírlond, has two reasons to want to check Gethron's story. Ailinel does not want Gondor's investment to go to waste; moreover, she has heard reports from other Eyes of Gethron's ambition, and therefore wonders if the closing of the mine so soon after production started is a little too convenient. Ailinel understands that while the mine technically belongs to the House of Mithorn, it could easily be expropriated by the Gondorian army, in view of their investment and the military situation in the

South. If an official contingent succeeds in reopening the mine, then Gethron's claim to it will be void. She wants to have a first-hand look at the mine, to see if it is worth reopening, and has contacted two other Eyes in the territory. However, she is thinking of hiring reinforcements before setting off. Knowing that Gethron is no fool, Ailinel does not dare to ignore the risk that his men may suddenly appear at Gondraim with orders to kill any interlopers. In the meantime, Gethron has decided to send a group of able men into the mountains to investigate the mine and the quarry. If there is anything worth keeping in Gondraim, it shall remain in his possession.

9.1.2 THE NPCS

GETHRON

This adventure portrays Gethron at an early stage of his career, when most of his problems still lie ahead of him. He considers himself an experienced politician and warrior, already proud of his past deeds despite the fact that most of his ancestors had achieved twice as much when they were his age. Gethron's actual power is strongly centered around his own lands in the upper Poros valley, although his family name is enough to give him recognition all over Harondor. His ambitions lie much further afield, however.

Gethron does not see any need for haste; he believes that Gondor will not expect to see anything from 'his' mine, and he can arm his own men slowly and quietly, without attracting unwanted attention. Dwarven-steel armor and weapons for all his troops would make them better-equipped than the Gondorian army and make him one of the strongest noblemen in all Harondor. Should he hear of continued Mírlond interest in it, he would realize that the governor and the army have a formal right to it. He would readily be willing to risk having blood on his hands in order to get the goods to the safety of his manor, but only if he can do so without damaging his reputation.

AILINEL

The chief accountant to Harondor's governor is the informal leader of the cadre of Eyes that operates in that territory. Ailinel's fellow Eyes trust her judgment and sense of tactics, but are quite capable of managing themselves should anything happen to her. Ailinel has splendid sources of information through her everyday work in the governor's financial office, a job that requires her to book and count every official transaction made in the Crown's name. Very little that takes place in Mírlond eludes her.

Ailinel is a rather plain woman near her middle-age, in full vigor and better fit than most believe, but it would be lying to call her fair. She is fully practiced in fighting and skilled at moving with stealth over dangerous terrain (something she must hide from her peers while at the same time training to stay in shape). This is the only area where she feels her gender to be a hindrance; female clerks are not quite expected to be found wielding blades and traversing rooftops.

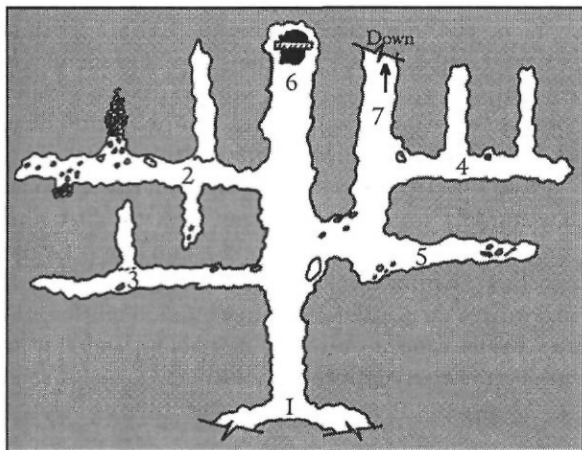
Having insight into the affairs of the realm has also made her aware that the army is currently in need of strengthening. She does not feel that it is ready to meet the threat from Umbar, should war break out on a large scale. The chance of finding weapons ready to use in Gondraim is thus an opportunity she cannot discard lightly, whatever fate may have befallen them. She wants to see the mine or its ruin for herself, however, in order to be absolutely certain of its value before risking to divert the army from its major campaign.

ARANTAR AND HERION

In contrast with Ailinel, the two Eyes set to rendezvous with her group are experienced warriors. Arantar is a sturdy captain from among the Harondor Rangers, a part of the forces that keep a southward watch on the enemy movements in Harad. Arantar's companion, Herion, hails from Ithilien, and is sergeant of a garrison detachment that had been re-located in Harondor when Umbar was taken. He now often leads small patrols near the southern coastlands and along the Harnen.

Herion and Arantar are jovial but hard-bitten men, alike in many respects. They are quite used to working together as Tirith Dolen operatives, but it has now been a long time since they last met. They will thus not be as efficient at the start of the adventure as during its climax, at which point they (hopefully) will have had time to adjust. Their experience with dangerous missions in many different environments may turn out to be crucial for the player characters' success and survival, provided they are on the same side.

They do not initially know what is afoot; only that Ailinel has called for their presence on a matter of some urgency. Neither has had the time to think of an explanation for their sudden departure from their respective regiments. They would therefore prefer to avoid every contact with the authorities before the mission has been accomplished. Arantar in particular is more than a little anxious about that. Player characters traveling with them might find this a bit peculiar considering the group's alleged official connections but the Eyes are not inclined to speak of their background.



AMLACH

Amlach is a prosperous merchant of partly Haruze descent, who deals in cloths and spices all over Harondor and most of Near Harad. He has lived in Harondor for the

greater part of his life, though his ancestry is obvious in his features and complexion. He is still young and physically very powerful for someone who leads such a luxurious life. His body is lean and muscular (about 6' tall and weighs close to 190 pounds), giving him the looks of a great Haruze warrior rather than a man of wealth.

Amlach has many influential relatives in Umbar, some of whom were involved in the Haruze invasion of the city. His Umbarean trade contacts are known in Harondor, but have not been a liability to him. On the contrary, he is often asked for advice and is requested to act as middleman in diplomatic affairs. Few know him well enough to realize that his sympathies rest with whomever he can earn a profit from. The Haruze pay him well to provide them with news of Gondor.

Amlach is presently in need of some further Umbarean goodwill to extend his business into Near Harad, and considers the possibility of delivering a few wagon-loads of processed metals an excellent opportunity to gain in status among the rulers of Umbar. He thinks it important enough to lay his other business aside for a few weeks and deal with the matter personally. The lives of those that may get in his way are of no consequence for him.

9.1.3 THE SETTING

These are apprehensive times. The Wainriders have made serious trouble in northern Gondor, but have not yet reached Harondor in great strength. Some time has passed since Umbar was taken by the Haruze, and nothing further has happened, so most people have tried to resume their usual lives. Forebodings and ill feelings are not easily stilled, however, and most people are ready to believe talk of foreign spies outright, and a person indicated as such would find it hard to convince them otherwise.

GONDRAIM

The mine lies in a desolate area about 4,000 feet above sea level, rising over the streams that feed the river. Lake Aelinring is a deep, cold mass of water around which a few Dônan settlements can be found. By following one of its tributaries (a large creek that flows silently down from the mountains), one can eventually reach the old settlement, where Arin's furnace and smelting-house are located. They were emptied of anything of value by Arin as the fighting grew close and contain nothing of interest.

A winding track leads up from the creek along the steep mountain ridge. Broad and sturdy enough to carry ox-carts without effort, the track is about three miles long, and ends at a broad ledge where the mine entrance gapes into the depths of the mountain. It should be noticed that there has been much traffic up the path recently and less coming down. (Medium tracking maneuver.)



*Gondraim,
level one*



*Gondraim,
level two*

About halfway up, Arin has rigged up a simple trap. As a cart goes around an outside bend over a steep drop, the weight of one person or more on the outside cart rut is sufficient to cause that half of the track to crumble away, taking people, carts etc. with them and down a 100' drop. (Very Hard to spot) All of Arin's men are aware of this.

THE MINE

The mine itself is about 150' deep and contains three levels (one of which is flooded). It is in rather poor condition. Several secondary tunnels have already caved in, and the whole structure is quite hazardous to enter.

I. Entrance. The opening is rather inconspicuous in itself, apart from an "M" rune (as in "Mithorn") carved into the supporting log across the top. Arin intended to have the entrance adorned in Dwarven fashion, but never got around to it. Now that he is hiding out, he is happily getting to work on this.

2-5. Old Tunnels. There is nothing here, but #2 and #3 are structurally weak and have a 20% chance of caving in if the supporting beams are tampered with. A skeleton can be found in #5 (the remains of an Orc that fell victim to a cave bear that once lived here). Its equipment lies scattered nearby, but is in no shape to be worth picking up.

6. Open Shaft. It is a 30' drop to the bottom level of the mine, which is filled with 7' of water. An old, rusty crane straddles the opening, partially blocking it.

7. Ramp. This leads to the level below.

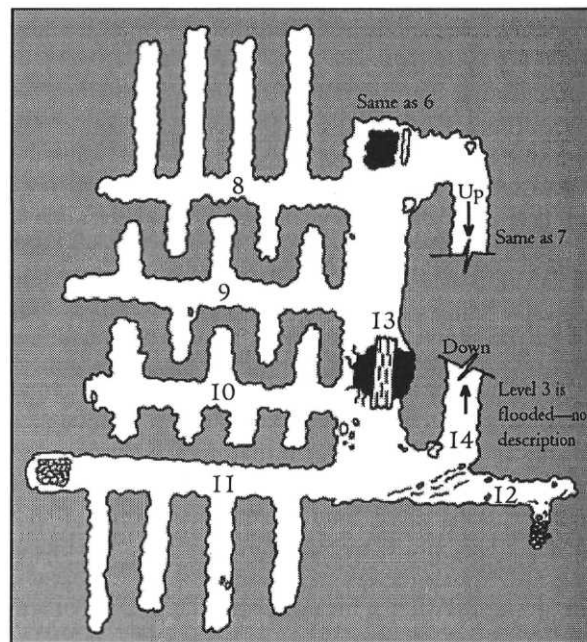
8-10. Tunnels. These have been recently excavated and strengthened by Arin, and are structurally sound to enter, but there is nothing to be found here, except the miners' tools.

11. Old Tunnel. As 8-10 above. The stockpile of weapons lies stashed at the end of this tunnel. About halfway down, the Dônán miners built a trap. If a 4' section of the floor is stepped upon, a supporting log is loosed and tilted aside, releasing a barrage of logs jammed up against the ceiling. (Anyone caught in the trap will take ID3 "C" Crush Criticals.) But the Dônán were unskilled trap-makers, so it is Easy to spot and disarm, provided the player characters bring proper illumination with them.

12. Old Tunnel. As 8-10 above. Arin has wrapped his tools, anvils etc. in greased cloths, and hidden them under what appears to be the collapsed side wall of the tunnel. Player characters who wish to investigate this pile of earth will find the tools easily enough, so long as they have chosen the right pile of earth. If they have Mining skill, they may wonder why there has been a fall of earth in such a well-built tunnel.

13. Hole. A tunnel in the level below once caved in, creating this opening. A wooden bridge was built across it, but is now rotten and will break if burdened with more than 130 lbs of weight.

14. Ramp. The inclining passage leads to the lowest level. It is completely flooded with ice-cold water, and there is nothing to be found down there.



9.1.4 THE TASK

There are two basic options for the player characters: they can be in Gethron's employ, and try to find and retrieve the steel for him, or they can investigate the mine and secure the steel on behalf of the Tirith Dolen. In order to work for Amlach, they would have to be Haruze or spies for Umbar or the Shadow (which is not very likely).

STARTING THE PLAYER CHARACTERS

A group of hardy scouts sent out by Gethron makes the first trek to the mountains about the same time Amlach arrives in Umbar and Ailinel begins looking for hirelings. Dodging Haruze and Wainriders, Gethron's men (who may include the player characters) will soon find the mine and return, with news from Arin that all is well, although he has shut down the furnace and made the mine appear abandoned until he considers the area safe again. He is currently directing the Dônán farmers in the building of some fortifications near the mine. He has about a hundred steel swords (+10), along with breastplates and helmets (AT 17; +10) in his stockpile. Gethron realizes the gravity of the situation once he learns of the mine's contents, and immediately sends for a larger group to retrieve the steel. Making the mine appear abandoned to avoid trouble with Wainriders, will also serve to convince any Gondorian investigation that his story was true. Later, when the coast is clear, he will restart the operation.

Player characters working for Gethron may begin the adventure by searching Gondraim with the first small party, or they can join the second group later. In either case, they get hired through one of Gethron's henchmen, who will tell them little (except that he is looking for good men for an expedition to the mountains, and that his employer is a very influential nobleman).



Provided the player characters accept, he will bring them to Gethron's mansion, where they are informed more fully. He tells them that the mine always has been a private concern, so that there is nothing technically illegal or dubious about this mission (Gondraim is, after all, the property of the House of Mithorn); he says nothing of his fear that Halmir or someone around him may have sent groups of their own. He presents this as a simple rescue mission, to return with Arin and his steel.

Ailinel is looking for trustworthy people in the vicinity of Mírlond, preferably with previous experience in working for the governor or the army. She will naturally not speak of the Tirth Dolen, but will reveal to them that she and her two companions (who will meet up with them by the upper Poros) are on a most secret mission on behalf of the Crown. She will stress the need for secrecy, and will tell them the exact objectives of the mission only when they have reached the mountains.

AIDS

The primary aid is, of course, the family maps (and the copies of them available from the governor's archives). One needs to know a few basic points of reference in order to interpret them correctly, but the information on them is essentially correct. Nearer the scene, Arin and the local Dónan farmers will provide all the help they can to get the steel moving.

Gethron provides his men with supplies and equipment. The second expedition also receives a mule-train, additional armaments and the promise of boats to meet up with them at Aelinring when they return with the steel. Ailinel's group, on the other hand, must make do with what they carry with them. Their best aid is really the presence of the three Eyes themselves.

OBSTACLES

There are several hazards, both living and natural, that the player characters may have to face during the course of the adventure. Bears and other large beasts thrive in the mountains. The terrain is steep and dangerous to traverse, and will not permit the transportation of heavy cargo without trouble. The weather is fickle, often violent and prone to change quickly, showing no mercy to wanderers who do not bring adequate protection from the elements. Wainriders and Haruze, marauding around the area, will have to be avoided, which will be difficult with a mule-train or an ox-cart full of weapons.

Time is another problem. While Gethron's group may not *realize* that there is someone else on their trail, and are more concerned with stealth, rather than speed, Ailinel knows that she must find whatever there might be in the mine before the Haruze do, not knowing that Arin and the Dónan are still protecting the mine. The need for haste becomes crucial for both parties once Amlach and his Umbareans arrive at the mountains.

REWARDS

The player characters' primary rewards will come in the form of salary from their employer. Gethron will pay his men 2sp per person a day, with promises of a bonus if they succeed in their mission. The nature of such a bonus is left to the gamemaster's discretion, but superior weapons made of Dwarven steel from Gondraim are a likely possibility.

Ailinel can pay her hirelings no more than 1 sp a day for the initial survey. If they find that the mine is still open and that there are significant quantities of steel, she tells them a rich reward will be forthcoming from the governor, if they can deliver it to Mírlond. She cannot specify compensation, since that decision is not up to her, but she knows Governor Marach well enough to think such a reward very likely. Ailinel will frown at player characters wanting to loot slain opponents, but will not stop them from doing so.

The central treasure of this adventure is, of course, the load of steel weaponry in the mine, but there would be little point for the player characters to try and snatch it away for themselves. The weight of so many swords would be too great for an easy escape, and too many eyebrows would be raised if anyone tried to sell them.

9.1.5 ENCOUNTERS

THE OPPOSING FACTION

The identity of the opponents is, of course, dependent on whom the player characters are working for. If the player characters are with Ailinel, Gethron's group will consist of seven strong hunters and scouts, who are used to traveling in mountainous terrain. They do not expect others to turn up and be interested in the mine, but will not hesitate to fight anyone who does. They have been truthfully told that Gethron owns the mine, and will not trust other groups to come with honest intentions. Arin, with true Dwarvish character, is protective of the mine and very loyal to Gethron.

If the player characters are with Gethron, Ailinel will field a group of four coastal mercenaries (fine trackers and fighters, but not very experienced at climbing mountains) joined by the two other Eyes, Arantar and Herion (either of whom, being army officers, can formally expropriate the weapons on the spot, if they get to them). The group will become aware of Gethron's nearby men, and will not really want to come into conflict with them, but they believe themselves to have a just cause and cannot let the greed of a single nobleman interfere with Gondor's best interests.



THE UMBAREANS

Amlach is bringing six Umbarean spies with him. They are ruthless killers of Haruze race, and have no intention of leaving witnesses to their deeds in the area. Their tactics are to dispose of everyone near the mine, and to figure out a way to plunder it when they are all alone. Like Ailinel and her group, they come from the coastlands and know little of mountain travel. That is not regarded as an immediate problem, however, since they do not intend to avoid combat and are in no real hurry. They are also not in a hostile area. If possible, they will try to approach the mine unseen, and lie in wait to ambush their opponents one by one.

DÔNAN LOCALS

The local farmers have been swept off their lands by the marauding Wainriders, and are currently holed up with Arin in some hastily-constructed defenses. They have become very friendly with Arin due to the siege conditions. They are not hostile, and might even be hired to help carry the weapons for a neat sum, or safe passage to Gondorian-held territory. They do not much care who gets the weapons, so long as it is not the Umbareans, but will not get involved in any dispute between Gethron's party and Ailinel's.

ORCS

The Sauronic presence in the mountains has increased steadily in recent years, and bands of Orcs are occasionally sent out to investigate Mannish activity in the Ephel Dúath. At the gamemaster's discretion, an Orkish patrol might unexpectedly appear at Gondraim and decide to examine it. (The player characters would hardly expect any arrivals descending the mountain.) The Orcs will first want to slaughter the humans along the way, of course.

9.1.6 AFTERMATH

IF GETHRON IS VICTORIOUS

If Gethron gets the Dwarven steel safely to his estates, the Crown can do little to demand it from him. His personal belongings cannot be claimed from him without putting the governor in a very bad light before the entire nobility of Harondor.

If he succeeds, Gethron will be able to plan for the future. He can outfit his own men with formidable weapons and armor, he can generously provide his lieges with excellent steel equipment and still be able to sell large amounts to favorable acquaintances for a very good price. Gethron will then be one of the most powerful noblemen in Harondor, with a lot of weight to put behind his words in the later adventures.

He fully understands the extent of his gain, and will be euphorically generous to the player characters if they are working for him. Their promised bonuses (see "Rewards") will be handed out during a formal dinner to all surviving members of the expedition. He can be made to give promises rather easily, should sly player characters

come to think of any. Gethron has connections in high places and could arrange some useful appointments, or perhaps sort out past legal troubles.

If the player characters were instead working for the Tirith Dolen, they will be paid their prearranged salaries by Ailinel, who may either be convinced that the mine is beyond saving, or else is sure that Gethron is up to something (provided she is still alive). The three Eyes will ask them not to mention their names to anybody, reminding the player characters of the confidential nature of the mission. They then depart the mountains in separate directions.

IF GETHRON IS DEFEATED

Without the steel, Gethron will not be able to build up any tangible financial and military strength for the future, but will play the part of an unimportant petty noble in the later adventures. He is presently very easily angered. The player characters will have to be somewhat tactful when claiming their salary or be thrown out of his manor empty-handed. The latter would most likely result in them resorting to violence, and Gethron has a lot of disappointed henchmen who would now love to slash at somebody.

If the Tirith Dolen agents discover that there is some steel, or that the mine is still operational, they can claim it on behalf of Gondor without further ado. Gethron can hardly refuse to surrender it without proving himself disloyal to the King. If he does, or if news leaks out that his men have tried to combat them openly, Gethron will have a lot to account for. He will then be fully occupied with trying to repair his damaged reputation for a long while to come.

The Eyes will want to conceal their own involvement, thereby giving the player characters the whole credit if they are working for them. Ailinel departs before they reach Mírlond, asking them to keep her name out entirely. Arantar and Herion will claim that the player characters contacted them on their way to Gondraim, and that the two officers simply escorted them there. They naturally ask the player characters to stick to this story. Governor Marach is quite impressed and rewards them with gold as Ailinel had predicted. They are publicly declared heroes, and all high officials of Mírlond will be attending a stately dinner in their honor.

If Amlach's spies get the weapons back to Umbar, Gethron himself, Harondor and all of Gondor will have suffered a grave loss. Many in the Haruze who march north to ravage Harondor in a few years' time will then wield far superior weaponry, and scores of Gondorian warriors who would otherwise have lived through the Second Wainrider War will fall in battle. Once the adventure is over, there is a long break in this campaign while Gethron gets on with his life and career. (The player characters should do likewise.)

9.2 ADVENTURE: THE BLACK ROSE

This adventure takes place during the Wainrider war. It consists of several, partially interconnected encounters which, apart from the first one, need not be run in the listed order. The players have ample opportunity to influence the sequencing of events. For this reason, the gamemaster must be prepared to improvise should the players choose an unexpected course of action.

In this adventure, the player characters are not expected to work for Gethron. Instead, it is assumed that they are in Harondor for some reason of their own. Suddenly, they are involuntarily entangled in Gethron's plot while they face the Wainrider invasion. (It is possible to substitute the gang of Gethron's henchmen with the player characters, but then the gamemaster must create a set of NPC adventurers to be their adversaries. This option requires the PCs to behave in a less than palatable way.)

9.2.1 A TALE OF DANGEROUS DELUSIONS

The plot deals with Gethron's search for what he believes is the bodily incarnation of a mighty spirit—referred to as the Mistress of the Black Rose—of whom he has read in an ancient poem. The Adûnaic manuscript in question dates back to the early Third Age, and (judging from style and calligraphy) was written by a Black Númenórean of Umbar with a mediocre skill in the art of poetry. It mentions a powerful evil being in Mordor and, hence, most likely refers to events of the late Second Age, before Sauron's fall. In T.A. 1944, nobody knows of the poem's origins, or whether its subject is historical or fictional.

*On the southern shore of Nurn you find
Aelindur's misty flower field
With her magic roses, black and bright.
In the hour of midnight
She sings and dances on the field
Weaving signs of magic, runes of might.
And she calls: "Burzum úk,"
Chanting words of power, songs of rite.
And then the swaying sable roses
Growing in the field obey,
Sending flows of evil, pale as death.
For though each rose is graceful, it is
Filled with Mordor's baleful breath
Used by Aelindur Spirit-maid.
And when the Moon has risen,
Then its evil eye looks down on you,
Sending forth her powers to your mind.
You wake up to the sound of chanting;
Aelindur comes to you
Weaving words of magic, words to bind:
"Be my slave, be my slave!"
Then you must surrender, and you do.
Thus you are, thus you are
Bound with words of chaining, thus you are.*

In T.A. 1922, Gethron found the poem among ancient documents in an Umbarean archive. He was instantly fascinated and began to investigate its accuracy. Gradually, he became convinced that Aelindur had really existed, and he began to search for more traces of her. Charlatans, attracted by the generous rewards for such information, provided some well-crafted forgeries, purporting to have originated in Gondor's early years, with further "facts" of this mysterious lady.

Nowadays, Gethron is convinced that he has discovered Aelindur's incarnation, who is said to be a slender, Elf-like woman, known as the Mistress of the Black Rose, living somewhere in the wilderness of Harondor. Gethron is deluded by his fantasies. As it happens, the "Mistress" is actually an Avari elf, whose name, Morloth (S. "Black Flower"), by chance suggests to Gethron the figure in the poem. Regrettably, Gethron's dispatching of some of his henchmen to search for her unintentionally coincides with the invasion of Harondor.

Like all other Gondorians, Gethron is completely unaware of Sauron's continued existence, and plans to offer "Aelindur" active support to establish a Nurn domain—as described in the poem—in return for learning some of her arcane knowledge. Having succumbed to the common Sauronic bait for enticing a mortal into the service of the Shadow, Gethron's excessive ambition renders him ready to make such deals to further his political cause.

9.2.2 THE NPCS

GETHRON

During this adventure, Gethron is busy trying to save whatever he considers important from the imminent destruction of his mansion. After ordering his henchmen to eastern Harondor, he cannot pursue that scheme much further, due to the turmoil of the war; hence, he plays a very small role this time.

MORLOTH

Morloth is a tall, slender girl with long, shining, black hair (hence her name, "Black Flower," in Sindarin). By Elven standards, Morloth is not yet an adult, though she was born in T.A. 1892. In T.A. 1935, Morloth's parents, Avari Elves from eastern Endor, were killed in eastern Harondor by marauding Easterlings during their attempt to reach the Elf-haven of Edhellond in order to depart from Middle-earth. Morloth survived by fleeing from the horsemen and was saved by some local hunters, who brought the injured girl to their home, the village of Nelbel.

Morloth still carries memories of the Easterlings' savagery as a scar in her mind, and does not dare continue her journey to the Edhellond alone. She hopes that one day she will find somebody trustworthy with whom she can resume her journey. Apart from this fear, Morloth is like other Avari in most matters. She loves cultivating herbs and flowers, and has planted her own small garden plot





inside the village. She has learned how to deal with Men and now possesses an unusual authority among the locals, using her Elven charisma to successfully bring home her arguments.

The villagers of Nelbel revere Morloth as a servant of Jevinnë (Dôn. "Mother of Life"). Morloth is their healer, gaining a widespread reputation for her skills. These rumors eventually reached Gethron (with severe distortions), leading him to believe that Morloth was in fact Aelindur.

On 28 Nórui, T.A. 1944, Nelbel was attacked, pillaged and torched by Easterling scouts. Its inhabitants perished in the cruel attack. Morloth, however, was away from the village at the time, gathering herbs. She witnessed the event from a distance and was panic-stricken.

She immediately fled westwards with her pack-pony. After two wearisome and frightening days, she realized that both she and the pony were so exhausted that they had to rest for a whole night. She found a ruined farm in which to seek protection.

When playing Morloth as an NPC, the gamemaster must keep in mind that she knows nothing of Aelindur, the poem, or Gethron's intentions. She is as mystified as the player characters as to why she is being chased by the nobleman's henchmen.

AMROD IRONFIST

Amrod is a former sergeant of Harondor's territorial forces, who was dishonorably discharged in T.A. 1937 for causing the death of one of his men. Soon thereafter, he was hired by Gethron as leader of his henchmen. Since then, Amrod has earned the nickname Ironfist for his ruthlessness. Amrod is 6' tall, muscular and grey-haired. He was born in Methir in T.A. 1903, which is strongly reflected in his Westron dialect.

THE SHARDOZ TRIPLETS

The Shardo sisters—Khannât, Phatimât, Maryât—are identical triplets (age twenty-seven), originating in one of the East District's nomadic Haruze tribes. Female triplets are the subject of many superstitious beliefs in the eyes of these tribesmen, who set them apart from ordinary girls, considering them to have some sort of special blessing by the spirits (in the tribe's dialect, the word for "boy" is almost identical with the word for "triplets;" hence, they are regarded as boys and raised as such).

This gave the sisters many special opportunities. They were trained in hunting, instead of the camp chores that traditionally marked the sphere of women. However, their status as "boys" deprived them of the right to marriage, and normal companionship with men. Eventually, the sisters were fed up with their unnatural status, and left the tribe in search of a better future in Gondor. In T.A. 1940, Gethron hired them as hunters and scouts, and they have enjoyed being in his service.

As Haruze, the Shardo sisters have a different set of moral values than Gondorians. They are more ruthless and less chivalrous, and feel no loyalty to the traditions of the Faithful. Also, they have little regard for those whom they consider outsiders, limiting their sense of loyalty to their immediate friends and colleagues.

The sisters look identical: 5' tall, swarthy, with braided black hair and black eyes. They dress as men and mostly behave as such, though their gender is obvious to an observer. This characteristic often unsettles men who deal with them.

The triplets share a rare trait derived from their origin: their minds are in constant telepathic rapport, so that they never need to speak to one other to convey information. This talent turns them into a fearsome trio of hunters, since they are easily able to deliver perfectly coordinated attacks.

EASTERLINGS

Regardless of their purposes, the Easterlings pose a major hazard to the player character group. The invaders display no mercy towards Gondorians, and have many reasons to capture or kill whomever the encounter: interrogation, elimination of unwanted reports to Gondorian commanders, robbery, or just plain barbarian fun. A patrol may vary in size (adjusted in numbers to suit the player characters' strength), composition, and morale. Most Easterlings on patrol duty are mounted and well-equipped.

There are quite a number of Easterling patrols roaming eastern and central Harondor during the months of war, whose tasks include scouting for a suitable route for a large column, looking for Gondorian forces or foraging from local farms; or their presence might indicate that they are deserting or straggling from their company. The appearance of a patrol may serve as a warning sign, informing the player characters that there is a large formation of enemies nearby.

It is usually most practical to try to evade an enemy patrol, though that may prove difficult since many Easterlings are skilled trackers and hunters. Combat may prove an unusually dangerous business, since the Easterling warrior code prohibits anything that may be interpreted as cowardice. The barbarian warriors are brave and ruthless and do not surrender to Gondorians. If the player characters want to capture one for interrogation, they must first beat him senseless. (Note: Most Easterlings only speak their native tongue, and only a few have some knowledge of Westron.)



9.2.3 THE SETTINGS

This adventure is set in Harondor during the early stage of the T.A. 1944 invasion. The advance of the enemy columns is a constant backdrop to the primary plot, as the folk of Harondor flee northwestward to escape the pillaging, burning, and killing. The gamemaster should try to let the player characters move out of Harondor slightly ahead of the main invasion forces, since it is not likely that they will survive encounters with too many Easterling groups. Also, considering the carnage of the war, it will not be a pleasant environment in which to play.

Nelbel's precise location is tied to where the encounter "A Rose In a Ruin" occurs. It must be possible for Morloth to go from the village to the ruin during the time span between 28 Nórui and the player characters' discovery of her a few days later. It should be located in the northern half of Harondor's East District.

9.2.4 THE TASK

The player characters' main task is to survive the carnage of the Second Wainrider War, and to escape from Harondor. They should also try to bring Morloth with them, and deliver her to the Elves of Edhellond.

STARTING THE PLAYER CHARACTERS

The adventure begins somewhere in the Harondor's East District on 30 Nórui, T.A. 1944. Why the player characters are there is of little importance, but the gamemaster has to provide a reasonable cause. (They may, for instance, be scouting the area for Eärnil, or be travelers returning to Gondor from Harad.) The player characters suddenly encounter other travelers described below (see Section 9.2.5).

OBSTACLES

The player characters face many obstacles on their way, almost all in human shapes: Haruze and Easterling invaders, and—if they choose to go against Gethron's intentions—his henchmen. However, they will not find sufficient evidence to bring a case against him in a court of law, since it will be very difficult to find any connection between the henchmen and Gethron. Most likely, the player characters will not realize who is their true opponent.

Another obstacle may be the player characters' puzzlement at the behavior of Gethron's henchmen. (Since Morloth does not know why these are out to entice or coerce her to come to their lord, how could the player characters initially understand what is going on?) This condition gives the adventure a somewhat unusual mood.

REWARDS

If the player characters bring Morloth to safety at Edhellond (or at the alternate ending described below), Círdor will reward each with an Elven-cloak (or some other suitable gift of the gamemaster's choice). There is also a possibility of capturing valuable articles from enemies (e.g., horses).

9.2.5 ENCOUNTERS

The encounters may occur wherever and in whatever order the gamemaster desires, but "Facing Some Questions" should be run first. To confuse the player characters a bit, it may actually be beneficial to have some spurious events between "Facing Some Questions" and "A Rose In a Ruin."

FACING SOME QUESTIONS

(30 Nórui)

While the player characters are traveling, they encounter a party of four mounted persons going in the opposite direction: Amrod Ironfist and the three Shardo sisters. The foursome show quite clearly that they want to speak with the player characters, but that they do not have hostile intentions. Gethron's henchmen are, however, a bit wary; and if the player characters wish to fight, they will quickly discover that the foursome cannot be fooled easily.

Amrod, being the sole fluent speaker of Westron, initiates conversation by asking about road conditions in the direction from whence the player characters have come, following up with other questions concerning safety matters (e.g., the presence of bandits) before casually asking whether the player characters have seen or heard anything of non-humans in the area. (If asked for the reason for his question, Amrod simply says that he and his comrades have heard rumors of Elves coming from the east.) When the discussion is finished, the two groups proceed along their respective routes.

A ROSE IN A RUIN

(1 or 2 Cerveth)

Early in the morning, the player characters spot a ruined farmhouse in the distance, with a pony grazing beside a tree. Since the beast's front legs have been tied together to prevent it from wandering off; its owner must be nearby.

The former owners of the farmhouse perished when Easterling scouts pillaged and torched it on 29 Nórui. Morloth, fleeing from the Easterlings who destroyed Nelbel, arrived the evening before the player characters. By then, the fire had died down, and she decided to use the remnants of the house as protection while resting.

Morloth is asleep when the player characters approach; the poor girl is exhausted after a long trek and much terror. (Not even her Elven mind is able to cope with so much strain without getting some proper rest.) Hence, she is surprised by the player characters and does not have the opportunity to hide from them.

Although very much afraid and ready to defend herself if necessary, Morloth sees that the player characters are not Easterlings, and addresses them to find out who they are in a passable (though heavily-accented) peasant dialect of Westron. (Note: If there are any Elves among the player characters, Morloth will instead speak in Avarin or passable Sindarin. If any Mannish player character speaks Sindarin or Avarin, she will prefer to use those to Westron.)



Morloth is more likely to trust a woman than a man; but she will instinctively trust any Elven player characters, while Men or Dwarves must first convince her of their benevolent intentions. On the other hand, she is afraid, and does not want to face the perils of travel alone.

If they gain her trust, Morloth will tell the player characters of her fate, and of the westward Easterling advance. She says that her destination is an Elf-haven by the Great Sea, and asks whether the player characters are able to guide her thither. She would be a valuable traveling companion, since she is skilled in the art of healing and has many healing herbs in her possession. If the player characters and Morloth reach some sort of understanding, she will join them, while urging them to go west in avoidance of the Easterlings.

FINDING KÔCHLANN'S CORPSE

In addition to dispatching Amrod and the Shardo sisters to search for Aelindur, Gethron also sent some of his own hunters, one of whom—a man of Dônán blood named Kôchlann—met an untimely end at the hands of bandits, who killed him with arrows, stole his horse, weapons and supplies, and abandoned the corpse. Being illiterate, Kôchlann's slayers did not bother with the document he had in a pouch.

At any suitable moment, the player characters may discover Kôchlann's dead body. If they investigate it, they will find a copy, made fairly recently by Gethron's chief scribe, of the Adûnaic poem about Aelindur. Since Kôchlann did not read Adûnaic, he was given a translation in Westron. The document does not, however, reveal the identity of its translator nor the one who commissioned it.

There is no other valuable information to be gained from this encounter. Its main purpose is to provide the player characters with some information on the events of the adventure, though they must draw any conclusions on their own. The only additional conclusion—judging from the handwriting—which might be drawn is that the scribe was an well-educated person who had been schooled in Gondor.

ENCOUNTERING GETHRON'S MINIONS

Amrod Ironfist and the three Shardo sisters again encounter the player characters at a suitable location. When they see the black-haired, Elven-looking girl in their company, they are initially much in awe (since Gethron has led them to believe that Aelindur is a powerful being). Believing that an attempt to stalk such a legendary entity would be useless, the foursome approach the player characters openly. Though treating the player characters normally, Gethron's henchmen will appear strangely deferential towards Morloth.

Amrod opens a polite conversation with the player characters, in which he casually asks when they encountered their new companion, while the Shardo sisters try to address Morloth in every language at their disposal (excluding broken Westron). The sisters finally achieve some rapport by using a Easterling dialect related to the Mannish languages native to Morloth's original homeland.

A confused discussion ensues, in which Morloth and the women repeatedly misunderstand each other, due to limited knowledge of the dialects used for communication. (Unless some of the player characters have an unusual set of language skills, they will be excluded from the conversation, and can only watch the outward signs of what is going on.)

What the sisters convey is an offer of support and cooperation from a most powerful man, with whom "Aelindur" may strive to regain what is rightfully hers. The sisters are careful not to reveal Gethron's true identity yet. Not fully understanding what the three women are up to nor what they are really offering her, Morloth refuses, claiming that she must continue to Edhellond. The sisters misunderstand the exact meaning of her words, interpreting them to mean that "Aelindur" plans to go to Gondor on her own.

While Amrod and the player characters stand by, the conversation finally breaks down into complete incomprehension of what the two parties are trying to say. Amrod tries to distract their attention by questioning them about the surroundings and their dangers. If asked about the content of the women's conversation, he denies understanding the language used (which is true, though he, of course, knows what the Shardo sisters are offering). When the women stop talking, one of the sisters informs Amrod in her native Haruza tongue that they should continue their travel, not wanting to explain anything in the player characters' presence.

This encounter can end in several ways, mostly depending on the player characters' behavior. The four most plausible outcomes are outlined below, but the gamemaster must be prepared to improvise for other courses of action.

I. The player characters do nothing immediately, allowing the foursome to leave peacefully. They may then discuss what has happened with Morloth, who will try to give a truthful summary of her (quite distorted) perception of the conversation with the sisters. Morloth is very puzzled, and does not understand why the sisters wanted to offer her land and power in Gondor. Amrod and the sisters will try to follow them from a distance, while considering what to do next. Since the sisters are very competent hunters, the player characters will not easily discover that they are being tailed. If the foursome realizes that Morloth does not pose a physical or magical threat to themselves, they will try to ambush the group, dispose of the player characters, and abduct the Avar girl to Gethron's residence.



2. The player characters confront Amrod on the spot, demanding that his companions reveal what they are talking about. Amrod stalls such a request as long as possible. If he and the sisters are uncertain of "Aelindur's" capabilities, they will flee rather than face a display of her suspected powers. If such a dash occurs and the player characters do not bother with pursuit, the event will progress as in #1. If the player characters choose to strike at the foursome, they will try to get away until they *realize* that Morloth poses no immediate threat (in which case, they will try to turn the tables and defeat the player characters).

3. The player characters drive off the foursome while taking a prisoner. None of the foursome breaks easily under interrogation, but if the player characters succeed, they will get an account of Gethron's involvement in the search for Morloth and why the Avar girl is so interesting for the nobleman. However, those that managed to escape will later try to liberate their companion and simultaneously dispose of the player characters as undesirable witnesses.

4. The foursome becomes convinced that Morloth is not Aelindur. They will try to quietly depart from the player characters. Later they will try to ambush and kill them, since they do not want to leave any witnesses to their master's schemes.

A SAFE HAVEN?

The player characters approach a small village surrounded by a palisade. Those who have previous experience of Harondor immediately recognize it as a settlement of Dônán (who historically have always opposed Easterling and Haruze incursions). There have been no traces of any invaders for hours, so this may be a safe haven for the time being.

If the player characters approach the village gates and clearly identify themselves as Gondorians, they will be permitted to enter. The village is called Karmâh, and has a population of about a hundred (half of which are children). There are ten stone houses and twenty-two huts and sheds. The encircling palisade is ten feet high.

The villagers flock around the player characters, anxious for news of the war. However, all seem awed by Morloth and do not dare to address her. The village chieftain, Shômos, and the council of elders are currently debating whether the villagers should flee their ancestral home, or stay and endure the expected new regime of Haruze lords. (The Dônán were here before the arrival of the Dúnedain, and may well remain when Gondor is but a memory.)

Shômos will soon question the leader of the player characters in private, desiring to have as much news about the war as possible. This interview takes place in his own small house, while Morloth and the other player characters are offered cots, drink, and food in an adjacent small hut. It looks like they will be facing some calm hours.

There is, however, an unexpected danger lurking in the village. Even though they are not Haruze, a number of the settlers, led by the village shaman Edoc, are adherents of the Cult of the Dark Lady, who do not yet know that their temple was sacked by the Easterlings some days ago. The shaman is convinced that a good sacrifice to the Dark Lady will save the village from the ravages of war, and has observed the Elf in the company of the strangers—a most powerful offering to the goddess.

Edoc convinces his most fanatical followers of the expedience of this idea, and they suddenly attack the player characters' hut in order to seize Morloth and kill the rest. How many join him in the deed must be decided by the gamemaster, depending on the size and condition of the player characters. Although they may disapprove of the shaman's action, the non-participating villagers will do nothing, unwilling to risk their lives to save strangers. The player characters have to fight to escape from the village, and may even be pursued for a short distance by Edoc's most enthusiastic disciples. However, these will not go more than two miles from the village.

NELBEL

Should the player characters decide to go to Nelbel, Morloth is extremely opposed to the idea, and it will require some pretty good arguments to make her change her mind. When the group reaches the village, the player characters find a gruesome sight: a smoldering ruin in which ravens and foxes feed on unburied corpses. The visit is in vain; if there were any survivors of the Easterling attack, they have fled, and there is no useful information to be gained from the ruins—apart from an estimate that the village was attacked by twenty to thirty mounted foes.

DAMSELS IN DISTRESS

The player characters suddenly see a horse-drawn, four-wheeled cart in the distance. It has several passengers, and the driver tries to get away from the player characters by using the whip (though the two tired horses show little enthusiasm for an increased speed). The player characters can most likely catch up with the cart fairly easily.

There are six persons in the cart: Ioreth (age 40), a stern woman who drives it; her mother Gilraen (age 59); and her four daughters Erwen (age 16), Wilwarin (age 13), Edhel (age 8), and Lalaith (age 6)—all obviously peasant women, who speak Westron with a thick, rural dialect. They are fleeing from their village, Gilin, about fifteen miles away, which was destroyed by the invaders during the previous night. By a series of fortunate circumstances, the six managed to flee during the swirling chaos (though they cannot recall all the details of their daring escape).

The women are relieved to see that the player characters aren't invaders; but they are suspicious, armed, and (if necessary) ready to kill to defend themselves. They are peasants with a long experience of life of the local countryside, with its associated Haruze and bandit threats, and the like. If the player characters convince Ioreth that they are honorable persons, she will gladly accept an offer



of escort. The two adults and the two older girls are not naive, however, and will be wary of the strangers, sticking together all the time.

In this encounter, the player characters face a moral dilemma. It is quite obvious to an experienced adventurer that the six women will not survive an encounter with an enemy patrol. On the other hand, joining up with the ladies will slow the player characters and also make it more difficult to hide from whatever foes they may encounter.

A RUINED REFUGE

The travelers spot a big building on a hilltop. When they approach, they find an old, abandoned fort, consisting of a small stone keep surrounded by a log palisade. It was likely built before Gondor's conquest of Umbar in T.A. 1810, and has not been used since then. The palisade is completely decrepit, and the keep somewhat ruined, but it may provide the group with a good, temporary hideout for healing, resting, and preparing for the continuing trek.

Although the fort would also attract the attention of any Easterling scout investigating the vicinity, it offers the player character group a strong position from which to hold off a superior number of foes. But they may be forced to flee before the scouts summon large reinforcements.

9.2.6 AFTERMATH

Since the foregoing encounters are intended for Harondor, should the player characters leave the region, the gamemaster must be ready to produce other interesting events. Journeying through southern Gondor in the chaos surrounding the Wainrider War is an unusual experience. Morloth wants to travel to Edhellond, and if she is convinced that the player characters are trustworthy, she wants them to accompany her. The land route by way of Hyarpendë and Pelargir to Edhellond is long, and an Elf-girl traveling with a bunch of hardy adventurers may attract a lot of attention.

If the player characters manage to reach the coast of Harondor, they may try to acquire a boat in some manner, and sail to Pelargir or Edhellond. Gethron has no way of interfering with such a voyage. The Bay of Belfalas is actually quite safe in T.A. 1944, since the Haruze do not possess any significant naval forces, and Gondor's navy patrols it to prevent attacks on Belfalas or Lebennin. However, the player characters may not know this, and believe that the sea is infested by foes.

It would be advantageous to give the player characters an opportunity to arrive in Lebennin no later than 9-14 Cerveth, so that they can be enlisted in the "Lost Palantir" adventure. This gives them about a week to get out of Harondor, which most likely is a sufficient time span.

If the gamemaster considers it necessary to relieve the player characters of responsibility for Morloth at this stage of the adventure, they might encounter a group of Elves, coming in boats along the Anduin to Pelargir from Lórien, who offer to bring the girl with them to Edhellond,

since that is their own destination. (They are willing to reward the player characters for their efforts to save the girl in Harondor as per the "Rewards" section above.)

It could prove an interesting situation if Gethron enlists the player characters' services in his search for the missing palantir in the ensuing adventure, without knowing how they have opposed (and maybe killed) his henchmen in Harondor. (The player characters need not know that it was Gethron's agents they encountered when saving Morloth, making the complications even more insidious.) Evidence of such deeds may turn up while they are working at Gethron's camp on the Anduin, causing interesting and potentially lethal complications.

If Gethron's henchmen succeed in bringing Morloth to his abode, he will soon be disappointed by the discovery that Morloth was "the wrong one." She will be quietly disposed of by the Shardo sisters. Gethron, however, is still convinced of Aelindur's existence, and will continue a fruitless search for her for some time.

9.3 ADVENTURE:

THE LOST PALANTIR

This adventure deals with Gethron's futile attempt to locate the master-palantir of Osgiliath, lost in the depths of Anduin during the Kin-strife five centuries earlier. The events take place in the middle of Cerveth, T.A. 1944, when news arrives that King Ondohor has recently been slain. Although the ravages of war are distant from Lebennin and Harithilien, they are nevertheless approaching at an unnerving rate.

9.3.1 A TALE OF A TALL TALE

A little more than a month ago, a group of young naval scouts were sailing along the Anduin southwest of Pelargir, scouting the shores of Harithilien for signs of possible advanced enemy encampments. Everything looked peaceful: the enemy, as far as anyone knew, was still far away in Umbar, and the scouts were becoming increasingly convinced that there was nothing to be detected in the area.

As evening approached, the scouts came across a small village. Some young women washing clothes on a bridge waved and cheered at them when they passed. The scouts, thoroughly bored after several uneventful days on the river, gave in to temptation and decided to pay the pretty villagers a visit. As it was, most able-bodied men of the area had been called off to various duties in the war, and the soldiers found themselves very much welcome. They did not leave the village until three days later.

This presented quite a problem, as they had been due to report to their captain the day before. Not only were they late, but two checkpoints further upriver would have made notes that they had not passed them. The scouts realized that they would have to face stern disciplinary punishment—possibly a court martial—unless they could fabricate a plausible cause for their absence.



The scouts would probably be believed if they reported that they had stopped to investigate tracks or smoke from campfires, but they knew that this would likely result in them being sent back with a larger force to comb the area more thoroughly (which would certainly prove their report a lie). Hence, they would have to make up a story that could not be verified.

In the end, they came up with a strange tale of a mysterious light in the water—a faint, greenish glow, rising from the depths at one point about thirty miles upriver from Pelargir. They said they had discovered it by pure chance and made camp to investigate, as it was so faint it could only be discerned after sunset. Two men had tried to dive for it, but the river had proven too deep. According to the report, the light did not move, and seemed to emanate from a fairly small area, possibly a single object on the river bottom.

The captain who received the report was not overly interested, since the Wainriders would hardly be involved in underwater activities. If he doubted the validity of the report, he did not say so openly. He made a note of the light in his log, which was later sent to his commander.

Three weeks ago, Commander Dagnir received the captain's note and read about the mysterious light. Having no reason to doubt the report, he became intrigued as to what its source might be. During a formal war council later that same week, when it was learned that the Haruze had marched into Harondor, Dagnir invited his cousin Gethron to his home, where he mentioned the light during the small talk of the evening.

Gethron was stunned by the news. This, he reasoned, could only be the lost palantír of Osgiliath, the fabled master-stone. It seemed logical enough that it should have followed the current and slowly rolled downriver through the years, making its way to the Sea foot by foot. Nothing else he could think of could have produced such a light on the river bottom. (Gethron had never actually seen a palantír, but he could quite vividly imagine what one ought to look like.)

The master-stone would be a priceless asset during the upcoming battles, and recovery of it would bring him tremendous prestige among the royal house. Further, the news of King Ondoher's death had been in circulation long enough for Gethron to consider his own genealogies. His ascent to the throne would be an easy matter with a palantír in his hands. Fully believing himself to be a rightful contender, he naturally assumed that he would be able to utilize the stone.

Gethron knew that the search must take place in absolute secrecy; any competitor for this prize would stop at nothing to intercept him, should they hear about it. His subordinates have managed to locate the scouts who delivered the report, and have interrogated them about the exact location of the light. Frightened to find that their little lie had become the object of further investigations after all, there was nothing else for the scouts to do but maintain the facade, so they gave Gethron's henchmen a description of an area where they knew the river to be very deep and wide. This, they hoped, would hinder anyone from going through with an actual search.

OTHER PARTICIPANTS

In spite of Gethron's measures, the tale has reached other ears. Dagnir sees no reason to keep the mysterious light a secret, considering it a rather interesting little story that brightens the mood of these dark and troubled times. Most of his friends and associates soon heard it from him, and the tale slowly spread into the streets of Pelargir.

It has come to the attention of Galdor, one of Dagnir's captains, that Gethron has recently been dealing with local traders about the berth of three river boats. Galdor too has connected the light with the lost master-stone, and can guess the purpose behind the nobleman's preparations. Galdor has no claims to the throne, but fancies that his career would go a long way if he could present the palantír to the Council of Gondor. He is now giving thought on how to retrieve the source of the light before Gethron does.

Another among the first to hear about the light was Findegil, a trusted officer of Barad Aerhir and an aide to its commander, who is also a spy for the Tirith Dolen. One of Findegil's fellow Eyes recently reported that Gethron had sent a few of his henchmen to question some naval scouts in a rather inappropriate manner. Findegil thought this a strange event, but did not initially know what to make of it. He looked more closely into the matter, though, and soon learned that these happened to be the very same scouts that had seen the strange light in the river.

This did not make much sense to Findegil, as he had regarded the whole river light affair as a cock-and-bull story from the beginning, and made no connection to the lost stone of Osgiliath. Nevertheless, something very odd was underfoot, and Findegil wanted to know more about it, so he decided to investigate.

Unfortunately, the Tirith Dolen is fully occupied with the war, and Findegil cannot spare the time or efforts to delve into the matter. He therefore resolves to act privately and hire an independent group to shed some light on what Gethron is up to. Then, if what they uncover turns out to be something of tangible interest, Findegil can move in personally and alert the other Eyes about it.



- 17-19 Nórui** The scouts visit the village and become sorely delayed. Their absence is noted at several checkpoints.
- 21 Nórui** The scouts deliver their fabricated report about the mysterious light. Their captain logs it without comment.
- 28 Nórui** Dagnir reads the captain's note about the light and finds it rather fascinating. Findegil hears of it from him, but does not think much of it.
- 4 Cerveth** Numerous meetings and councils are held in Pelargir as word reaches the city about the enemy advance across the Harnen. Gethron hears of the light from Dagnir and immediately associates it with the lost palantír of Osgiliath.
- 7 Cerveth** Gethron's henchmen locate the scouts and question them. An agent for the Tirith Dolen hears of it and decides it is worth reporting to his colleagues.
- 9 Cerveth** Gethron recruits manpower for his diving expedition. [Player characters working for Gethron are contacted on this day.]
- 12 Cerveth** Findegil receives the report about the actions of Gethron's henchmen, but cannot guess their purpose. Galdor takes notice of Gethron's preparations, and understands what is going on. [Player characters working for Galdor are contacted on this day.]
- 14 Cerveth** The connection between Gethron and the light in the river dawns on Findegil, who decides to use hired help to find out more. [Other duties, however, prevent Findegil from contacting a suitable party for a couple of days.]
- 15 Cerveth** Pelargir is shocked at the news of the deaths of King Ondoher and Prince Artamir. Prince Faramir is reported missing, and his fate remains unknown for several days yet, but Gethron surmises the throne of Gondor has suddenly become vacant. He doubles his efforts to move the expedition on its way.
- 17 Cerveth** Gethron's men set up their camp. Diving commences at sunset.

9.3.2 THE NPCS

GETHRON

Gethron's ability to hold his own ground is put to the test in this latter part of the war. He might have lost some credibility after that business with the Elven-girl Morloth, though to what extent is dependent upon its actual outcome. At any rate, Gethron must do without most of his power base in Pelargir; much of his resources and most people loyal to him are left in Harondor and possibly destroyed by the Haruze.

Gethron is kept fairly busy during most of this adventure, as he is constantly required to give counsel to officials and the military as news from Harondor reaches Pelargir. When refugees begin arriving from Harondor, Gethron is one of the few available nobles from that region present, and is thus asked to order their sojourn in Pelargir. This he cannot refuse without losing valuable prestige with the nobility of Lebennin. Because of all this, Gethron has precious little time to participate in the search personally, but tries to visit the camp on a few occasions.

This is probably the time when Gethron comes out at his best during the entire Wainrider War. He really is needed in Pelargir and quite sincerely does what he can to live up to his family name. Once the camp is in place, he devotes most of his time to his other obligations, in spite of the stakes he believes are involved (and in contrast to the no less duty-bound Galdor). Still, it should not be forgotten that Gethron's motives for finding the palantír are entirely selfish.

FINDEGIL

This relatively young officer works as Commander Dagnir's aide in Pelargir, and has access to most classified information that enters Barad Aerhir. Findegil is a tall, handsome fellow with an inspiring wit that makes many senior officers feel confident in delegating various commitments to him. Being very industrious is also an advantage for him in his secret role as an Eye for the Tirith Dolen. (He would hardly find the time to manage both duties were it otherwise.)

Findegil initially considered the ongoing war to be far more important than whatever it is that Gethron is looking for in the Anduin. News of the palantír will make him change his mind, however. Findegil's opinion is that the stone ought to be taken directly to Eärnil if it is found, and kept well away from petty nobles. Findegil is well versed in stealthful activities, and would normally be fully capable of dealing with the matter himself were it not for his wartime duties.

While disapproving of Gethron's apparently unimportant enterprise, Findegil will be outright appalled if he learns of Galdor's foul involvement. Not only does he consider such conduct beneath the dignity of a fleet captain, but it comes at such an extremely inconvenient time that he is left with serious doubts about Galdor's sense of judgment. If necessary, Findegil will not hesitate to expose Galdor to the Fleet authorities.

GALDOR THE SEA-HOUND

Galdor Gaerhuan is a salty old seaman with more than a century of experience of life on the ship's deck. He has traces of Northman blood in him, and is not very tall for a Dúnadan (about 5'10"), but is very broad and heavy of build, with big, shovel-like hands. Galdor's rough skin, bushy grey beard and coarse voice has been the source of more than one jest, comparing him to an overgrown Dwarf. Though his strength is still impressive, Galdor has reached the age and position where he gets to spend less and less time at sea. He stays in port during the main part of the war, drawing tactics with the commander and assigning men and tasks to other, younger captains.

Galdor has also reached a stage at which his priorities are becoming influenced by considerations of rank and social standing. He is certainly not driven by the same egotistical motivations as is Gethron, but is far less scrupulous in his methods. Galdor makes a big mistake in letting his search for the palantír take precedence over his responsibilities as a fleet captain. The days in question actually see him working quite hard to make sure that he is not himself sent out at the helm of a warship, actions which quite possibly cost some good men their lives at the northern front.

SACH

The bullying Sach is one of Gethron's most loyal henchmen. He is part Dōnan, a fact which is hardly unusual around the upper Poros, but which makes him look somewhat outlandish in Pelargir. Sach is some 5'6" tall and wiry of build, being considerably stronger than what is suggested by his appearance. He sports a thick, drooping mustache, seldom shaves his chin, and has a tendency to squint. All in all, he gives a less than amicable first impression.

Gethron nonetheless has complete trust in Sach (and for good reason). Having lived on Gethron's land all his life, Sach cannot fully imagine himself not in service to his liege lord, and would not even consider betraying him. Gethron appointed Amrod Ironfist to manage and defend his estates when he moved his affairs to Lebennin, but still needed some reliable muscle at his side, and so brought Sach with him to Pelargir. Once made leader of the search, Sach sets his mind upon it wholeheartedly, realizing how important its success is to his master, and has no intention of returning empty-handed.

The henchman, while possessing a quick intellect, has a tendency towards harshness and unwarranted cruelty when he needs things done, and Gethron often uses him for exerting pressure on slow or indecisive persons—something Sach does well. But Sach is still not wholly without qualities of leadership, and can in fact be quite easy to deal with, so long as one does not appear weak or miserly before him. Sach only respects a "real man," and has a very specific definition of one.

THE SCOUTS

This group of five young and light-hearted fast friends always enjoy a good bit of fun. Their captain regards them as excellent soldiers, but finds their sense of discipline much too slacking to tell them so. The scouts' decision to stay with the pretty village girls was hasty and not very wise, but they would probably do the same thing again, should they have the chance (only this time, they would not come up with such a stupid excuse for their absence).

The fact that someone down in Pelargir seems to have fallen for it is quite amusing to them, but they find it somewhat alarming that this person might possibly involve them further. After all, their affair with the girls in the village was more than a whole month ago, and they pay it no more than a glancing thought now and then.

9.3.3 THE SETTINGS

The Wainrider War progresses explosively during this adventure. The invaders are known to be camped at Athrad Poros, from which a good road leads straight to Hyarpendë, not far from the camp. Messengers pass the area by horse and by the river, but are frequently sent out in great haste and with less than accurate information. The player characters should have plenty of opportunities to receive disquieting news of Haruze progress.

As it is, the war front never actually reaches these parts. Eärnil's army defeats the enemy on the southern front near Tir Ethraid, north of Athrad Poros. The player characters will not hear of it until several days after the event, however, and should not be allowed to forget that scenes of ruthless bloodshed are taking place dangerously close to the placid riverbanks. They have no way of knowing what turn the war will take at this point.

THE LOWER ANDUIN

The River Anduin is four miles wide and more than thirty feet deep in the area where Gethron plans to search for the stone. The river bottom is fairly muddy, and covered with plenty of debris and reeds. (In reality, it would be hard even for a smooth, spherical object to make any progress downriver.) The current is quite noticeable, but not swift enough to be a real hindrance to divers.

The surrounding countryside is mostly open ground, rich with bushes and small groves. There are plowed fields a short distance from the river, but it is not yet time for harvest so they are mainly left unattended while the search is going on. A few small homesteads dot the landscape within sight of the camp; Gethron's patrols soon convince the farmers living there to stay well away from the proceedings.





9.3.4 THE TASK

STARTING THE PLAYER CHARACTERS

Again, there are two basic options for the player characters: to work for Gethron in trying to retrieve the palantír, or to forestall him and possibly attempt to get it for themselves. They could also be working for Findegil and spy on the camp.

Gethron is short of manpower in Pelargir, and must consult his associates on the availability of trustworthy men. If the player characters do not have any patrons in Pelargir, Gethron may have to hire able men from the local inns and taverns. If he is already acquainted with the player characters (assuming they have not failed him in the past) he will send a henchman to contact them.

As he already has several bullies to guard the camp, Gethron's primary interest is in strong, healthy men who are able to swim—though skill of arms may come in handy, he needs divers most of all. The player characters will naturally be informed of what it is they are to be looking for, but Gethron's man stresses the importance of keeping the mission's objective a secret to all outsiders. The player characters are given permission to use Gethron's name in case they need to throw social weight at somebody.

Galdor will want to drive Gethron's men away from the camp, though he will not know where it is located until it has already been erected. Since he wishes to avoid having to explain his actions to his superiors, he cannot officially use the Royal Fleet but must rely on very trusted ship crews or privateers. Player characters with a military background or a ship of their own will be his first choice, and large bullies are quite welcome. Whatever happens, they are instructed not to utter his name to anybody. He does not want to be associated with the operation until he has the palantír in his hands.

Since Findegil is unaware of the object of Gethron's search, he will not be too picky about whom he hires, so long as they are capable of performing their mission. There is nothing untoward with his part of the affair—a Fleet officer would naturally be interested in whatever takes place on the Anduin—so the matter of security is not very important to him; the player characters could likely be hired from the nearest tavern.

Findegil conducts his business with the player characters in his own name, and does not mention the Tirith Dolen under any circumstances. All he can tell them initially is the approximate number of Gethron's men. If the player characters do not discover the camp's location for themselves, Findegil receives word on it two days after it is set up.

AIDS

Player characters on a stone-search ought to regard the scouts' map and its description as their best aid. Stating distance and direction from three landmarks on either side of the river, it pinpoints the area to search to within a few hundred yards.

Gethron's camp is equipped with rafts, hooks, buckets and plenty of rope to assist the divers. Three 40' long riverboats are available to scan the waters from the surface, and to transport equipment across and along the river. There are nearly four dozen people in Gethron's camp, including a healer and some young girls who take care of the cooking and laundry; the player characters have plenty of backup. Meanwhile, Galdor's party has a score of brutes and ruffians with them, but Findegil's men are working all alone.

Opponents do not get as much in the way of assistance. Gethron's party has set up camp and begun their operations by the time the player characters arrive, being helped somewhat by the fact that many people move about the area while the search continues, so their presence is unlikely to be of immediate note.

Uniforms are a great asset, should the player characters be approached and questioned by Gethron's guards; this is, after all, a time of war. Bluffs and prevarications are useless once the player characters begin delving more deeply in the affair, however.

If opposed to Gethron, another option for player characters would be for the gamemaster to assign one of them a personal acquaintance with the scouts who made up the story in the first place. The scouts would feel confident to reveal the true story to an old friend—it does make a marvelous joke, especially for the people of Harondor and Harithilien, where Gethron is a fairly well-known person. He has embarked on a wild goose chase on the basis of a poor excuse told by the common soldiery.

It would seriously hurt Gethron's reputation should this fact be revealed to the public (a fact which could be effectively used by other contenders to the throne). The player characters, however, ought to find a way to present it in a fashion that does not harm their friends, the scouts.

OBSTACLES

The main obstacle for searching the Anduin is the depth of the river and the nature of its bottom, which makes diving a somewhat hazardous task. Visibility is meager due to the amount of mud and silt in the water, and is quickly reduced to nearly zero if one stirs the river bottom. According to the scouts, the light is only visible at night (when it is even harder to discern details), though player characters looking for a glowing object might not consider that a hindrance. The fact that the palantír of Osgiliath is not really there, of course, makes success impossible, but it is not an obstacle in itself.

If the player characters are opposed to Gethron and his search, their primary concern should be the guards posted on the riverbanks. The main camp is on the western bank, where the three boats lie anchored during the days. About twenty men are posted to keep watch along the river and on the nearby farmsteads further inland. The noble who owns these lands is an old friend of Gethron's, so they can operate fairly openly here.



The eastern bank is Harithilien territory, and not really under any influence from Gethron. A small camp with a dozen men has nevertheless been erected there, and a patrol makes daily excursions through the area to watch for intruders. This patrol is generally armed with shortswords and leather armor; but this can vary with individuals, and depends very much on how Gethron fared with the steel of Gondraim earlier.

Still, the most unnerving hindrance comes from the Wainrider War, dragging (as far as anyone knows) ever closer to this area. Although not actually a battle zone, the state of war affects the land as a whole. People are nervous and edgy. Communications are unreliable. Supplies and resources are stocked or transferred to military use. Soldiers on patrol are everywhere, and expect to be obeyed without question. A peaceful little dip in the river is hard to carry out (or explain away) under such circumstances.

UNDERWATER MANEUVERS

Manual labor in an underwater environment is slow, exhausting, and often frustrating. Lack of an artificial air supply necessitates frequent interruptions after only very short periods of effective work (a few rounds). The time it takes to reach the river bottom and return to the surface often exceeds the time left to actually do something. Over a long period, it is not physically possible to hold one's breath a sum total time longer than when one is breathing oxygen. Even a fit, trained diver cannot spend more than a third of the total working time beneath the surface.

A rested player character can hold his breath for a number of seconds equal to the player character's present Constitution value; and this value is halved when performing strenuous maneuvers. (Swimming slowly underwater is not strenuous, moving sunken logs or wrestling other divers is.) The time necessary to breathe before the player character can return underwater is initially short (no more than a couple of rounds) but will increase to equal the time spent holding his breath after only a few dives. The gamemaster hardly needs to keep stop-watch timing on exactly how many rounds are spent doing what, but should keep in mind that the time of effective work will soon be down to a fraction of the total time.

If the player character does not reach the air after the maximum time has expired, Constitution begins dropping by 5/rnd, and the player character must make a roll against it every round or receive a cumulative -5% penalty to all maneuvers. The player character must also make a Hard static maneuver check against the player character's Presence every turn; a failed result means the character will immediately drop anything at hand and head for the surface if physically able to. If the character's Constitution reaches zero, the individual blacks out and loses 10 Hit Points per round from lack of air. If not brought to the surface within one turn, the lungs will fill with water and the player character will drown.

Still, the greatest hindrance is not lack of air but lack of warmth. Cold water chills the body very effectively, and makes any lengthy underwater activity an exhausting enterprise. The diving operations will be taking place solely at night, since the scouts had reported that the light was not visible in daylight. This naturally serves to make the matter of temperature even more acute.

A player character laboring in the Anduin at night will suffer 3 times the normal Constitution loss from exposure to the cold, in addition to possible losses from lack of oxygen. This is not altogether noticeable, since one does not suffer all the usual symptoms (sweating, hot faces, fast and shallow breathing), but dizzying sensations and a general impression of numbness will be experienced.

There is a danger here, as someone could likely go down for a lengthy dive without the Constitution to withstand it. Resting out of the water, wrapped in warm blankets or near a fire, lets a player character recuperate at normal rates. Bringing warm clothing into the river is, of course, no solution. Dragging wet clothes along in the water severely hampers a player character's movements, reducing speed to a third and increasing every maneuver one level of difficulty. (The cooling effect of the water renders the soaked clothes quite ineffective anyway.)

The player characters soon ought to see that the most effective tactic is to dive intensively for a limited period of about half an hour, and then climb ashore or into a boat to rest and regain warmth while another cadre of divers relieves them. A minimum of three such cadres would be necessary to keep the diving activities efficient. Pressure and decompression is not a major consideration in this instance, since Anduin is not deep enough to present a real problem in this respect.

REWARDS

Whatever happens, the player characters will receive a salary from their employer. Gethron is paying 2sp a day to divers and 1 sp to guards (the player characters would hardly participate in boat-handling or cooking), and provides meals and tent lodgings. Gethron also leaves some vague but fully honest promises of a rich bonus if the palantir is retrieved. Gold and jewelry (see below) will earn the divers a 5-20% percentage, depending on the total value.

Galdor is paying his men 1 sp a day, though Fleet manpower and shipborne traders may instead receive guarantees of military promotions or favors with the Warden of the River. (Note that Galdor will fall into disfavor after the war, and would hardly be able to fulfill such promises.) Galdor has not counted on any type of loot other than the seeing-stone, and would not be able to justify its confiscation to his peers in retrospect. Other riches are therefore left to whoever grabs them.

Findegil promises his group a non-recurrent 10sp a head, to be paid when they deliver their report. When he finds out the stakes supposedly involved, he will triple that sum and promise the player characters a rich reward from the Crown if they help him. He is not in the least interested in loot.



THE SUNKEN SHIP

Though locating the palantír itself is a futile task, there really are valuables to be found on the river bottom. The wreck of an ancient warship, sunk during the War of the Last Alliance, lies half embedded in the mud in the outskirts of the searched area. It was one of Sauron's raiders used in the siege of Pelargir, and met its end when the Alliance drove back the hordes of Darkness.

Even the algae avoid the mushy skeletons of its foul crew—bones better left untouched—but the timberwork of the ship itself is covered in a thick layer of silt and weeds. Up close, it looks mostly like a tangle of slimy old logs, and is hard to identify as a ship (a Very Hard, -20, Perception roll). Visibility is too poor to allow a diver to see the structure from a distance. If found, Sach will definitely think the ship worth investigating.

More than 200gp worth of silver, jewelry and other non-perishable loot can be found in the raider's hold and cabins, but to retrieve this is both strenuous and risky. The inside of a wrecked ship is a narrow, winding maze of soft wood that might cave in if disturbed in the wrong places. Becoming trapped or entangled underwater means imminent and near-unavoidable death by drowning.

Ships such as this often house catfish, sturgeons and other water beasts that react aggressively to being disturbed in their lairs. At the gamemaster's discretion, the same may be said of the unwholesome carcasses that have soiled the water with their festering presence through the ages. The softened timber in the hull will not withstand the stress placed upon it, so attempts to raise the ship intact will almost certainly result in it breaking up, scattering most of its riches in the mud beneath.

9.3.5 ENCOUNTERS

THE OPPOSING FACTION

Exactly who the opposing faction is naturally depends on whom the player characters are working for. Gethron's group consists of some forty men and women (mostly taken from the retainers and fighters he had with him in Harondor, and supplemented by hired workers with local knowledge).

If the player characters work for another employer, they will find the surrounding areas well guarded by foot patrols, but fairly sparse security close to the campsites. A group of six large tents are erected in a semi-circle on the northern bank, and two more tents can be seen on the opposite side of the river. Most of the activity takes place at night, which is when divers are sent out in the waters. Only guard patrols and occasional insomniacs are seen outside the tents at daytime. These are all very suspicious towards curious passers-by and spectators, encouraging anyone who comes near the camp to move on at once.

The other group travels in a sleek vessel Galdor has borrowed from Fleet reserves. These number about twenty, with widely variable skills and equipment (led by a brutish harbor sergeant, if the PCs are not with them). Their task is to make a nuisance for Gethron's men in order to delay their work, pick a fight or two, and ideally chase them away.

Because Gethron's men are so numerous, though, Galdor does not really deem that plausible without some major bloodshed. Galdor may even try to call a bluff, posing as a naval officer seeking to confiscate the river boats on behalf of the Fleet; but Sach is unlikely to obey outright, without stalling and trying to pull some strings through Gethron. Apart from that, such a fraud constitutes a capital crime; impersonating military officers in times of war is not regarded lightly by the authorities.

THE TIRITH DOLEN

The mission of Findegil's men is simply to find out what it is Gethron's group is looking for. If they are not the player characters themselves, Findegil will have found a group of five ex-soldiers who sometimes visit Pelargir. These are experienced trackers, and anonymous officials have hired them for secret tasks from time to time.

During the first few days, they will simply keep watch over Gethron's camp from a distance while moving steadily closer without detection, watching the proceedings, and listening in on conversations. Should they discover that the object in question is the lost master-stone, they will dispatch two men to return to Pelargir and tell Findegil.

Regardless of who breaks this news to him, Findegil will be utterly bewildered, finding it hard to believe that the scouts could actually have located the palantír; but he decides not to take chances. Deferring his normal duties as quickly as possible, he accompanies the player characters to the camp.

As his group is too small to simply walk in and demand to know how the search is proceeding, Findegil does not trust that Sach would not have interlopers quieted. Findegil thus sets out to gain more information in secret, preferably by snatching away and questioning some solitary member of the camp.

If the player characters are not skilled in stealth or spying, Findegil will resolve to handle this himself, using the others mainly as a backup force. Should the palantír have been found, Findegil plans on stealing it, and taking it to Pelargir unseen. The group's problem is that since the master-stone has not been retrieved, they will have to stay in the area and continue their spying.

THE ROYAL FLEET

Most of the Fleet is held in readiness, preparing to meet a possible naval attack from Umbar, though some ships have been called upriver. The navy has also secured positions near Osgiliath, in case the Wainriders begin moving westwards. A regular flow of ships, transporting messages, supplies, and relief, is thus moving in both directions on the river.

Most do not have the time to stop and ask questions, but they expect the river boats to keep out of their way, and will be quite irritated if they have to steer aside for rafts or swimmers in the water. On at least one occasion, the massive hulk of a warship glides by, straight across the spot where the divers are working.



These ships might be more of a problem to Galdor's men, who run a risk of being ordered to Pelargir, and of having their vessel requisitioned for various errands of the Fleet, unless they look very busy with something very important. On the other hand, Galdor is capable of telling other captains of the camp, once he knows where it is located, some tall tales of his own to have them driven off the area. Gethron is, of course, working simultaneously to prevent just that.

Some time during the search, the scouts whose little story started all this will pass the camp on a similar reconnaissance tour. They are able to hold their laughter only out of fear that someone will recognize them and ask them to help point out the supposed location of the stone.

SOLDIERS

On at least one occasion, windborne dust stirred by marching hosts can be discerned on the eastern horizon, and the player characters have no way of knowing its source. It might be Gondorian reinforcements, or Eärnil's host marching northwards (fleeing from the enemy?), or perhaps the Wainriders have arrived.

There is also a slight possibility of encountering small bands of Easterlings by the end of Cerveth. Eärnil crushed their advance north of Poros, and scattered survivors may have fled westwards to avoid the pursuing Gondorians. Such bands could move about freely, once Eärnil's army marches north to the Crossroads.

Their best way home would be to make it to the coast, get their hands on a ship and try to reach Umbar. It is not very likely to encounter stragglers this far north of Poros, but they would be hopelessly lost in Harithilien and could wander in quite random directions, especially if they are trying to avoid inland settlements. Should they come across Gethron's camp, the battle-weary soldiers would try to steal, rather than conquer, one of the river boats. The diving operations would be of no interest to them.

REFUGEES

The people of Harithilien know that the Haruze are at their borders and that they are moving northwards. Though many resolve to stay and defend their homesteads, others have no intention of waiting to receive a visit from the invaders. While many choose to go north by the landward roads, there is a steady westward traffic of travelers to Hyarpendë, where the ferry can take them to Pelargir and safety.

Some wagon trains will pass the southern encampment, see the divers and anchored boats, and become curious as to what is going on. They present no more than a nuisance to the guarding patrols, but may present a risk to the security of the search if they talk of what they have seen in Pelargir. Player characters opposed to Gethron might get some useful information from the refugees, who can provide both sides with wildly exaggerated news from the war.

The Haruze invasion will have increased the number of refugees flooding into Harithilien from Harondor itself. Those who were too badly wounded or shocked to take care of themselves have not made it this far north, so the player characters are largely spared the sight of maimed or brutalized women and children. Still, those who do arrive at the banks of the Anduin are hungry, dispirited and unbearably weary. While many of these refugees are simply wandering aimlessly, others look for a way to cross the river into the bountiful land of Lebennin, and the southern camp guards will have to be more than brusque to stave them off when they see the three riverboats.

Fortunately, most of these refugees have already turned towards Hyarpendë and do not reach the camp, but it will be approached by larger groups on a few occasions. These consist of a hundred or more desperate people, and cannot easily be driven off. They are able to demand help by sheer force of numbers.

Sach feels it safer to interrupt work and help them get across before something ugly happens. Galdor's men will also encounter such groups but can simply steer towards the northern banks if they do not feel like helping them. Either way, the refugees may increase the tension by giving the player characters some really ghastly, and accurate, accounts of what has happened down south.

9.3.6 AFTERMATH

No palantír will be found in the Anduin during this adventure under any circumstances—the stone is lost, and will remain so until the End. For Gethron's part, the search will be regarded as a failure if the truth behind the scouts' tale is not revealed, or a major embarrassment if it is. Recovered treasures from a Sauronic warship would, of course, help the matter somewhat, but Gethron will still be hard pressed to explain why he embarked on an underwater salvage expedition in the middle of raging war. The whole affair will probably pass completely unnoticed by the general public, in view of the great and terrible events they have just lived through.

Galdor curses the day he first heard of the light in the river, which has used up much of his confidence on a fruitless scheme, now that his spent investments have given nothing in return. Worse, it will not pass his superior's attentions that he seemed to direct much of his energy on a wholly private matter in the realm's darkest hour. Things depend somewhat on how much came to outside knowledge, but the days of Galdor's captaincy are most likely numbered.

Findegil thinks Gethron's folly has cost him a lot of unnecessary work in a time when he was more needed elsewhere. Still, he has already decided to support Eärnil in the upcoming contention for the throne, and knows of a few strategic persons through whom he might spread news of Gethron's failure. As an Eye, Findegil has enough strings to pull to pass unscathed, should someone react to a Fleet officer having slunk out of the city during a grave crisis.



The player characters are merely hired hands and will not suffer any long-term consequences, regardless of whom they have been working for. With luck, they will have made some new friends and have fresh money in their pockets. At worst, they will have new adversaries to watch out for. The truth of the mysterious light, should it come to their knowledge, will most likely either amuse or frustrate them; there is, of course, a moral to be learned here.

9.4 ADVENTURE: THE STRUGGLE FOR THE CROWN

This is a linked series of smaller scenarios, which take place in T.A. 1945 when the Second Wainrider War is over and Gondor is turning its attention to finding a new king. It is also Gethron's last major attempt towards the pinnacles of power; if he fails in this, he will pass history by as a minor character of no appreciable importance.

Again, the player characters may either be henchmen of Gethron's or opponents to him, actively trying to further or avert his plans. The adventure is designed primarily for an ordinary group of combat and action-oriented player characters, though campaigns may bring forth many other kinds of personages. If most members of the group are healers and scholars, perhaps with connections to powerful Gondorian officials, they would naturally not be someone's first choice in a skull-cracking operation. The same missions can be carried out by means of diplomatic persuasion and influence in the right places, so the gamemaster would not have to alter the nature of their objectives altogether.

It should be noted that Eärnil, Captain of the Southern Army, will eventually be crowned the thirty-second King of Gondor by historical necessity, no matter what Gethron tries to do. The real matter at hand is actually not whether the scheming nobleman manages to seize the Winged Crown or not, but how smoothly or clumsily his plotting game is handled prior to the Council's proclamation. Gethron's conduct, then, will be decisive to what power he will have afterwards under King Eärnil II.

9.4.1 A TALE OF PERILOUS PLOTTING

A few months have passed since the Second Wainrider War ended. The realm grieves the tragic loss of Ondoher and his sons, and Pelendur the Steward rules Gondor while trying to decide whom to name as the king's successor. The Council of Gondor is reviewing each possible candidate in turn, thereby unleashing a flood of fresh rumors with some regularity. More than half a dozen people with ties to the royal bloodline could theoretically hold claims to the kingship, but the situation is gradually clearing as the Council disqualifies the more spurious ones.

It is becoming increasingly apparent to all involved that Eärnil lacks serious competition as a candidate for the throne, and in all likelihood is to be regent of the South-

kingdom. Gethron has realized this as well, and he knows that all his plans and schemes will be ultimately fruitless unless he can rid himself of this most dangerous competitor.

There are two main ways by which Gethron can achieve his goal: by discrediting Eärnil or by glorifying himself. The new king will in theory be the man with the purest blood ties to the royal family, something that Gethron cannot influence. In reality, the Council's decision can be greatly affected by the personal values of each member and their opinions on the "worthiness" of each candidate. Gethron is all but exhausting himself visiting and inviting other nobles, keeping up correspondence, arranging feasts and so on—all in order to be on the best of terms with the right people, spreading (or quieting) the right kind of information and at the same time keeping track of what other candidates are doing.

Gethron is trying to keep bribes and threats at a minimum, not because of a sudden fit of honesty but because he does not want to give his opponents weapons to use against him. He knows of at least two other non-player characters in this game who have to drain their finances just on buying other peoples' silence. Gethron is a lot smarter than that.

Gethron must use many different approaches to further his goal, keeping several simultaneous processes in motion in which a large number of people are involved. All the same, much of this is done as secretly as possible. Whatever side the player characters are on, they will only hear of a few of Gethron's activities, and will be asked to participate in no more than three concrete missions on behalf of their employer. There are strictly practical reasons for this: if Gethron's following is associated with a small number of persons appearing just about everywhere, his own credibility will suffer for it. By the same token, if he can identify a small group that constantly turns up to thwart his plans, he will quickly single them out for elimination.

SCANDALOUS RUMORS

Eärnil is commonly regarded as the man who won the war, and diminishing this image is a top priority for Gethron. It is a hard task to accomplish, as people are much more apt to distrust Gethron himself than the valiant Captain. Gethron, however, recently came by a piece of information that might take his ambition very far, if he can spread it through the right channels.

The enemy advance across Harondor and into Harithilien was marked by pillage and senseless destruction, and everyone is quite weary of the immeasurable horrid tales heard from wherever the Haruze set foot. At the same time, Gondorian officers are blatantly priding themselves on the noble and dignified conduct of their own warriors.

Gethron was therefore somewhat taken aback when an informer of his reported rumors of a peasant farmer from a far-off area of eastern Harithilien, who was claiming that



his small farmstead had been pillaged by Gondorian troops! Uniformed soldiers killed and maimed his livestock, brutalized the womenfolk, and smashed up most of the furniture inside the buildings before they left again. His two farmhands had tried to stop the soldiers and were killed outright.

Gethron knows that the war is still foremost on people's minds, making anything connected to it additionally effective as propaganda. He wishes to have these rumors spread to as wide an audience as possible, hinting that Eärnil's role in the war was not as noble as it might have seemed. This can be inflated into rumors that Eärnil ordered plunder raids, which he then blamed on the Haruze. If the story catches on, Gethron will demand an investigation of the war treasury. The damage will then be done to Eärnil's reputation, regardless of the results.

The rumors are actually true, though Eärnil had nothing to do with the incident. The farmstead was pillaged by a group of battle-weary soldiers who had been posted near Athrad Poros, and fled north before the Wainrider onslaught. They were left behind without a commanding officer in the wake of Eärnil's southern offensive, and had been roving the desolate countryside aimlessly for several days when they happened upon the farmstead. Driven by fatigue, hunger and want of female company, they took their frustrations out on it. The soldiers managed to rejoin the army on its northern march a few days later and kept quiet about the deed. Today, all but two of them are alive and trying to forget it ever happened.

COUNTERFEIT GLORY

Gethron cannot rely only upon slandering his competitors; he must also spread positive propaganda about himself. This presents a problem, as he has actually done very little tangibly to exonerate himself. The pride and valor connected to the Mithorn name has sufficed thus far, but Gethron has to come up with something else to show that he personally can match his valiant ancestors.

Fortunately for Gethron, most of his own lieges who could have borne witness to the contrary died before the Haruze onslaught; but Gethron's scuttling off to Pelargir when the battle front moved northwards did not strengthen his credibility. However, he did work as a counselor to the Navy and Southern Army while in Pelargir, advising the captains on Harondor's features and how the Haruze forces could be expected to advance. His counsels were quite valuable, and not least to Eärnil who, as a result, could accurately predict the movements of Easterling reinforcements across the Harnen.

Gethron has now ordered a counterfeit document to be produced: orders from Eärnil to a now-dead commander to abort a planned (and fictional) march down the coast in favor of advancing the troops to Athrad Poros. The reason for this is stated to be Gethron's insistent urgings that the enemy would advance into Ithilien by an inland route (and the document clearly shows Eärnil to have been hesitant about what to do).

Gethron plans on planting this counterfeit with selected members of the Council to "prove" that Eärnil is, in fact, an incompetent strategist, and that his victory can be attributed to the wisdom of Gethron. Gethron knows an archivist in Minas Anor whom he can bribe into seeing that the document reaches the Council.

THE ASSASSINATION PLOT

For many years up until the war, Gethron had been planting southward traders with exaggerated tales of his own might and influence, hoping to draw Haruze merchants in Harondor to him. Gossip from Gondor reaching Near Harad usually tends to be slanted towards a Harondorian viewpoint, thereby giving Gethron a status not quite in proportion to his actual importance. These two facts have served to lead the Umbareans to believe Gethron to be an essential figure in Gondorian politics. They now deem him to stand a good chance of becoming the next king.

Umbar's greatest concern in this matter is Eärnil. The captain who made them lose the war would be far too dangerous to have as King of Gondor. Plans are being made to assassinate him before he has a chance to ascend the throne. Provoking confusion and civil disorder in Gondor can only serve to delay the Council's decision further; the longer Gondor is without a king, the better for Umbar.

Eärnil's current visits to Ithilien are deemed an excellent opportunity to kill him, as he is at his most vulnerable when traveling, and can be found relatively far to the south. A small group of spies have already stationed themselves in Harithilien to follow Eärnil's progress. Their leader, Nardû, thinks the time to strike is imminent. A special cadre of four notorious Umbarean assassins has been sent from Umbar to their aid.

PLOT DEVELOPMENTS

The plot can develop in a number of ways from this point onwards. Six variant scenarios are presented below, and the gamemaster can choose freely among them.

1. Nardû contacts Gethron under an assumed name, claiming to represent an independent Gondorian group. He offers their services against the other contenders in return for Gethron's assistance in taking Eärnil's life. Gethron, who already considers this to be the only sure way to get the captain out of the competition, agrees. He does not suspect the real identity of the person with whom he is striking this deal. The player characters are working for Gethron and are sent to escort a cadre of assassins newly arrived to Ithilien. Once they realize who these men are and where they come from, the player characters must decide for themselves what to do next.

2. As above, but the player characters belong to an opposing faction. They happen to find one of Gethron's doubting henchmen in the wilderness, fatally wounded after having tried to defect. Hearing the story from his dying words, they should realize they must find the assassins and stop them before it is too late.



3. As in the first scenario, but Gethron only pretends to agree to Nardû's offer. He has lately come to realize that Eärnil can no longer be beaten, and is beginning to look for ways to improve his own standing with the soon-to-be king. The player characters are sent with the assassins as planned, but with secret orders from Gethron to stop them before the assassination takes place. It should preferably be done in as dramatic a way as possible, leaving no doubts as to whom it is who has saved Eärnil's life. Gethron naturally realizes this will make him Nardû's next target, but he has dealt with murderous partners before. To begin with, the player characters will have a nerve-racking time keeping their facade while traveling with their intended victims, who just happen to be professional murderers.

4. The Umbareans wish to dispose of Gethron as well as Eärnil, believing him to be a military genius that could pose a serious threat to Umbar should he claim the throne—ironically, a direct result of his own propaganda—though Eärnil is still viewed as the main target. Nardû contacts the player characters, who do not work for Gethron, wanting to hire them to slay the nobleman. Nardû's own cadre of assassins will be sent against Eärnil while the characters take on Gethron. The player characters will be far easier to track than the expert assassins, so the Gondorian authorities are likely to accuse them of both murders. This creates an excellent diversion to mask the presence of Nardû and his group. The references to Umbarean employers later in this text assumes this scenario.

5. As above, but the player characters are Gethron's henchmen. They discover the plans on his life by chance and must defend him from the Umbarean assassins or stand without an employer. This would be a purely action-oriented scenario, with no direct political overtones.

6. The player characters are known henchmen of Gethron's. Nardû contacts them and offers an enormous sum to have them assassinate Eärnil without informing Gethron. Planning on exposing them afterwards, he hopes to make it look as if Gethron is the mind behind the assassination, thereby removing both him and Eärnil in one stroke. The plan is sound, but it would take a particularly risk-loving kind of player character to agree to such an arrangement. In addition to Nardû's treachery, the rest of Gethron's brutish staff will be sent against them as well, once their double-dealing is discovered. Gethron knows he must stop the player characters at any cost or be out of the competition entirely.

CHRONOLOGY

1944

Urui The war ends, and Eärnil's army hunts down those few Wainriders still hiding in Ithilien. The Steward Pelendur takes momentary control of the kingdom while the Council debates on whom to proclaim as successor. The royal genealogies are examined anew, and rumors begin to spread on the streets of Minas Anor.

Ivanneth A claim of succession from Prince Arvedui of Arthedain, Ondoher's son-in-law and heir of Isildur, arrives at the White Tower, but is ignored by the Steward. As the weeks pass, it becomes apparent that the question of royal succession is not altogether clear, which is noted by an increasing number of nobles who can trace hints of royal blood in their families. Gethron is well ahead of most of them and is preparing himself by strengthening his position with the nobility of Lebennin.

1945

Narwain Gethron has finished most of his affairs in Pelargir and returns to Harondor, finding his manor razed and plundered. Having expected this, most of his valuables and family heirlooms were brought with him to Lebennin, but he can still make a political point of the woes and losses he has suffered because of the war. If the player characters are working for him, he sends for them not long afterwards.

Gwaeron The Tirith Dolen begin to suspect that Gethron might be planning foul play to manipulate the Council's choice. If the player characters have done missions for them in the previous adventures, they will be contacted about this time.

29 Gwaeron The Council declares its decision to proclaim Eärnil the thirty-second King of Gondor. Within a couple of weeks into Gwirith, the news has reached all of southeastern Gondor. Gethron realizes the game of kings is now lost, and recalls his hirelings as quickly and quietly as possible. Henchmen who have been overly indiscreet in their tasks (i.e. let it leak whom they are working for) face a hard and perhaps fatal retribution from Gethron.

9.4.2 THE NPCS

GETHRON

Gethron has reached an extremely sensitive stage in his career. The investments he makes can now pay off a hundredfold, or explode in his face, and the actions of a single henchman could likely affect the outcome of it all. Of all this he is quite aware. Gethron is more careful of his public image than ever, and always tries to act amiable and stately, even to his own subordinates. The way Eärnil is beginning to outweigh the other pretenders for the throne is making Gethron increasingly desperate once again, but he cannot afford to be affected by his temper anymore.

His personal development naturally depends on how he has fared in the previous adventures. If his actions met with some success during the war, he is standing on considerably more firm ground this time. If they were all failures on his part, he is now running a quite futile game for the Crown.

NARDÛ

The leader of the Umbarean conspirators is a rotund, but brilliantly intelligent, man of mainly Númenórean descent, who likes to dress in loosely cut, fluffy garments and grows a short, pointed beard that may serve to betray his less-than-pure blood to the observant. Nardû gives the impression of controlled ruthlessness while engaged in conversation, having a way of suggesting a cruel smile on his lips without really changing expression, which makes even steadfast men falter. He can be all mirth and charm whenever he needs to act in a pleasant manner, but it is definitely not his natural way of behavior.

Nardû began his career as a local extortionist in Umbar's merchant quarters, before being recruited by a now-obliterated spy organization. Nardû was the only member to come through that purge alive and unscathed; he has since worked independently, and has been active in numerous spying activities for a number of different employers. Many have considered Nardû far too knowledgeable, and have tried to remove him; so far, however, no one has managed to touch him. Nardû is quite familiar with the topography of southern Gondor, and the current adventure is not his first, nor even his second, sojourn in Ithilien.

Nardû regards the defeat of the Wainrider Alliance as fairly inconsequential for Umbar's own security, since even victory forced the Gondorians to abandon Harondor. On the other hand, Eärnil himself fascinates Nardû, and the Umbarean is a little thrilled by the prospect of expunging such a seemingly invincible character, and sincerely hopes it will not turn out to be easy.

EÄRNIL

The captain is not sitting idly or contentedly, waiting to be proclaimed king. Once he is certain that the last Haruze and Easterlings driven out of Gondor will be staying out, he begins traveling the war-torn land. Visiting both landholders and commoners, he listens to their grievances, speaking words of assurance to the people and sending the army to aid those most gravely in need. His activities are primarily centered in Ithilien, where the misery can be mended; Harondor is deemed almost beyond help. In all that he does, Eärnil holds the well-being of the realm above his private ambitions. At the same time, the victorious captain finds neither contradiction nor hypocrisy in identifying the good of Gondor with his own bid for the throne.

9.4.3 THE SETTINGS

POST-WAR HARONDOR

In the aftermath of the most devastating war seen in many centuries, most of southern Gondor is slowly returning to normality. The player characters will likely operate in two very different environments. Harondor has faced a disaster from which it will never fully recover, and is now in ruins. Those parts spared the brunt of the attacks were simply plundered and violated, while the worst-hit areas present destruction of almost Sauronic proportions. No news of the outside world reaches such inland regions.

The people of Harondor are hunted by marauders, both enemy forces and desperate Gondorians, who hit their prey with inhuman cruelty. Food is sparse and often less than edible, shelter is a rare luxury and disease is to be found everywhere. Nobody could be less interested in political matters than these people. Player characters on errands for a Crown contender would be met with stark fear or total indifference, or perhaps with murderous glances at their equipment. Help would be nonexistent.

POST-WAR ITHILIEN

North of the Poros, Ithilien is faring much better. The dead have been buried and mourned, refugees are returning home, and commerce is revived as a strong demand emerges for labor and materials to repair the damages done to the communities. As winter turns to spring, most commoners are able to make plans for the future again. They surmise the land will prosper anew once a king takes seat, and most of them expect Eärnil to be that king.

There is, at the same time, a certain degree of suspicion among the people. Refugees and homeless victims of the war have been known to turn to marauding for a living, and many villagers take a long hard look at any stranger who passes by. Informed citizens are aware that some members of the nobility are trying to fatten themselves on the confusion caused by the present power vacuum. They will be anything but pleased to find that some petty aristocrat has sent his dogs to do dirty work for him in their vicinity, and will treat questioning strangers with mild disgust.





9.4.4 THE TASK

The player characters now face the task of supporting a contender for the throne. If they are not working for Gethron, their employer will still concentrate their efforts on him, being informed of the nobleman's activities by means of a spy in the vicinity. The player characters will then be sent to expose and ruin Gethron's plots, thereby removing a particularly unpleasant competitor from the scene.

IMPLEMENTING SCANDALOUS RUMORS

Player characters in Gethron's pay will be sent to locate the plundered farmstead and investigate it. Gethron is not, of course, interested in spreading the truth of the matter, but wants hard facts to back up his story. Gethron's henchmen are instructed to gather names, dates, and locations, as well as a detailed account of what really happened (in case there is something that needs covering up). Eärnil's supporters (and the Tirith Dolen) will soon be investigating the matter to prove Eärnil's innocence, and Gethron does not intend to make it easy for them.

Player characters working for that purpose have at least a theoretical chance to find the malefactors, by interviewing other soldiers from the Southern Army who were there at the time. Some of them remember a group of stragglers joining them at their march to the Crossroads, and their names were noted by the commanding officers. The survivors from the farmstead can provide the investigators with descriptions. If Gethron's measures prevent them from unveiling the true story, they could still ease the pressure on Eärnil by spreading counter-rumors of the farmer being a compulsive liar or in someone's pay.

IMPLEMENTING COUNTERFEIT GLORY

Gethron's henchmen are sent out to see that the forged document reaches its destination. They will have to travel to Minas Anor and deliver it to the archivist, along with a letter from Gethron and a purse of gold coins. Following that, they will remain in the city—ensuring the archivist's safety, if need be—until they are certain that the document is in the White Tower.

Once his opponents catch word of the forgery, they will try to intercept Gethron's men and retrieve or destroy the document. Failing that, they will have to forestall the archivist and somehow prevent him from delivering the document. Once it has been read by a higher official, the damage will be done; proving it to be a forgery will take a long time, during which rumors of its contents will cause doubts to all but those most closely acquainted with Eärnil. Player characters on this mission will face a very unforgiving task if they cannot keep the document out of Minas Anor.

IMPLEMENTING THE ASSASSINATION PLOT

The specific tasks connected to the various scenarios are described. The gamemaster should note, however, that the player characters should not be allowed to slay Eärnil or allow him to die by the assassins' hands. History dictates that Eärnil will die of natural causes in the year T.A. 2043, and he has yet many great deeds ahead of him that will be long remembered by future generations.

STARTING THE PLAYER CHARACTERS

Gethron has need of reliable henchmen who can be trusted with sensitive information. If the player characters have worked for him in the previous adventures and not made a complete mess of things, he would most likely want to hire their services again. If they have not kept in touch with him after the futile search for the master-stone a few months ago, he will send one of his other henchmen to locate them. Sach knows them and would be a probable choice for this task if he is still alive.

If the player characters are opponents to Gethron, the most likely employer would be the Tirith Dolen. The organization has previous experience with Gethron's methods, and many of its Eyes would work actively to see that he is kept away from the Winged Crown. There is some investigative work involved in this adventure that may require public appearances, something the Hidden Guard wishes to avoid for its own members.

A cadre of Eyes might decide to hire the player characters after extracting information themselves (i.e., spying on Gethron to find out what he is up to), and then assign them to do the actual field work. The Eyes would not reveal anything about the Tirith Dolen to the player characters, and other plausible explanations for opposing Gethron are not hard to make. Findegil, for example, as a naval official could easily mask his cadre as a secret pro-Eärnil group among the military.

There is also the possibility that Nardû might hire the player characters to murder one of the contenders. Two such scenarios have been presented, and the offer is deceptive in both cases. Nardû expects them to be hunted by the Gondorian authorities if they kill Gethron, and plans to expose them himself if they try to kill Eärnil.

In both cases Nardû knows who the player characters are beforehand, and is looking specifically for them. He has received reports on what places they regularly visit, and seeks them in one of these locations. Nardû does not tell them anything about himself or why he wishes the intended victim in question dead, only what sum of money they are offered for the deed. There will be at least three other armed members of his group nearby when the affair is discussed, in case the player characters turn out to be more loyal or patriotic than expected.

Gethron can provide his henchmen with transport and whatever equipment they need, including money to cover expenses. His archives were largely burnt by the Haruze, but he has access to a set of maps covering the entirety of Gondor, and can have one copied for them within a couple of days. Should the player characters need to interact with officials or military manpower, Gethron can give them a letter of recommendation, but will advise them to use it only in emergencies, and to keep his name out of their operations.

The Tirith Dolen are very restricted in the way of official assistance, but might give the player characters a few names of reliable people (other Eyes) who can be trusted to be on their side. Some field equipment can be provided if the player characters are lacking it.

The Umbareans do not really offer any means of assistance to the player characters. Their mission is just meant as a diversion—or a frame—and no sweat is spent on their behalf.

OBSTACLES

The player characters will most likely face competitors, who can either be racing against them to achieve the same objective for their own employer, or they can be out on an opposite mission (i.e., putting a lid on what the player characters are trying to uncover, or *vice versa*). In either case, other groups will be basically hostile to the player characters. Such groups will be about the size of the player characters' own, and of similar disposition. Armed combat is not an unlikely event, if they meet and discover each other's identities.

A more general obstacle is the player characters' need for discretion. It would not speak in any candidate's favor to be caught backing surreptitious cadres who are trying to affect the Council's decision. Their actions are not very legal, and exposure could cause their employer's downfall. The player characters must thus make an effort not to leave clues as to their actual goals and intentions while they are working (see also "Encounters with Commoners" below).

REWARDS

The player characters will receive salaries decided in advance, with possible bonuses if they accomplish their tasks successfully. Each employer regards their mission to be of utmost importance, and will pay them proportionately; Gethron offers 10-15gp per person and mission, varying with the player characters' professions and capacity; the Tirith Dolen pays 8-10gp; Nardû offers a sum reward of 100gp for Gethron's head (literally), to be paid upon delivery. The men of Umbar may consider paying a third in advance if haggling ensues, but might just as well draw blades instead.

Loot will only present itself if the player characters grab it along the way (thereby risking penal actions from their employer). If the characters are working for Gethron, he may promise them rich landholdings and noble titles once he has been crowned. The promise is made in earnest, but he will of course never have the chance to fulfill it.

9.4.5 ENCOUNTERS

This is a loose adventure, whose encounters depend on the gamemaster's and player characters' choices. Hence, this section can only provide some general advice on what may occur.

ENCOUNTERS WITH CLANDESTINE GROUPS

The most obvious kind of encounter is between Gethron's henchmen and the Tirith Dolen. Such a meeting is bound to be hostile, and combat would likely ensue. However, the gamemaster should remember that Gethron does not have the slightest idea that the Hidden Guard even exists—Gethron needs names to go by before he can send his men against anybody. The operations of the Tirith Dolen are more likely to make Gethron assume that the "Yôzayan Conspiracy" is afoot, should he perceive a pattern in them. The Tirith Dolen, on the other hand, know exactly who Gethron is, and have some insight into the identities and whereabouts of his henchmen.

Naturally, other contenders also have groups out to outmaneuver competitors on their employer's behalf. They will not sympathize with the player characters, should they chance upon them in the middle of the mission. Eärnil needs to be removed from the game, but only for the benefit of their own master; Gethron would be just as dangerous to the competition, should he gain the crown. The contenders themselves may hire adventurers, loyal henchmen, or merely big brutes with an even bigger leader, but they are not apt to tell much about themselves. During the fulfillment of their missions, all of these groups run the risk of finding themselves face-to-face with a cadre of Umborean assassins, sent out to slay either Eärnil or Gethron—men who are trained murderers with equipment to match, and who want to dispose of witnesses quickly and quietly. A chance encounter with them would have a brutal outcome.

ENCOUNTERS WITH OFFICIALS

Eärnil has many other supporters—most notably within the army—who would do everything in their power to stop pro-Gethron characters, if they found out about them. Tirith Dolen characters would fare better (many of the Eyes themselves bear high military rank), though there might be a problem if questions are asked. As a rule, any military body has a tendency to demand all available information and claim the right to keep its own secrets solely to itself. An officer suspecting the existence of secret groups that he knows nothing about would not leave the matter, unless ordered by his superiors. Of course, the actual situation very much depends on the place and the circumstances.





Arvedui does not have supporters for his cause in Gondor, but the player characters could encounter merchants or nobles with blood ties to the royal house of Arthedain, who would promote their king in subtle ways. If the player characters should make enemies with such persons, they could suddenly find it hard to come by available transportation anywhere, or they could find the City Guard of Minas Anor turning hostile towards them.

ENCOUNTERS WITH COMMONERS

A common crowd at a tavern might present quite a serious hazard if suspicions leak out that the player characters are involved in political intrigue. The good people of Gondor do not like shady schemes, especially not at a time like this when the need for just and righteous rulers is greater than ever. A slip of words or a few questions asked at an awkward moment may be enough to force the player characters to leave the vicinity head over heels.

9.4.6 AFTERMATH

THE FATE OF THE PRETENDER

Once the Council has made its decision and announced Eärnil to be the new king, Gethron realizes the game is irrevocably lost. Gethron must now get his affairs in order to make the best of a situation which depends, of course, on how much of his scheming prior to the crowning comes to outside knowledge. The gamemaster must decide upon the most likely turn of events here.

If, for example, Gethron's henchmen (the player characters or others) were observed and recognized by someone connected to Eärnil or the Tirith Dolen (again, the player characters or others), Gethron should count himself lucky if he can remain lord of his own estates. If, on the other hand, Gethron's men managed to keep his involvement fully hidden, he could stand a chance of receiving a prestigious title as a liege of the king.

It should be noted that this is not altogether likely, since Eärnil should have had plenty of opportunities to hear of the nobleman's true nature by now; but it could happen if, for example, his men prevented an Umbarean attempt on Eärnil's life. The wicked and ambitious Gethron still has a chance to go far in the affairs of Gondor.

If things really go sour for him, he may be forced to leave Gondor altogether, defecting to Harad or Umbar. He may then reappear in later adventures as a political actor in those areas. There is even a chance that Gethron might be picked up by the Witch-king's spies, and join the forces of the Shadow, perhaps being found as a minor power in Minas Morgul in a century's time. It would be rather fitting for the noble house of Mithorn, granted by King Eärnil I, to be destroyed by King Eärnil II.

THE FATE OF THE PLAYER CHARACTERS

It is, of course, only logical that the outcome for the player characters' part is dependent on whom they were working for. Employment from Gethron is now quite a risky deal—they might even have to flee the country with him. There are profits to be reaped if Gethron has done well during the last months, though the risk remains. An exalted Gethron is in a position to award them ranks in the Gondorian military, or grant them tracts of (far-off) land, but he just might decide that they now know too much for him to risk their continued existence. The outcome in such a situation depends on the nature of the relationship between him and the player characters.

The same can be said for any other employer acting in his own interests. The Umbareans, should the player characters have agreed to kill Gethron (or Eärnil) for them, are a special case. Nardû would be deeply impressed by a group who succeeded with their task and got away. He would want to recruit them for a more permanent partnership, and he definitely does not take "no" for an answer. Unsuccessful player characters would be equally hard pressed, as no one who fails Umbar lives.

If they have done service for a pro-Eärnil group (the Tirith Dolen or some other), the last days of Gwaeron are days of triumph. They should be given an opportunity to visit Minas Anor during the great crowning feast, and to behold the new king in his moment of joy and splendor. Unfortunately, they will probably have to make do with that, as their achievements will have to remain secret throughout his reign. Bragging publicly about their heroism would in fact serve only to make them the king's enemies.

However, a generous gamemaster could make sure that Eärnil becomes aware of the player characters and their valor, perhaps arranging an informal audience. Their material rewards could then be on another scale altogether (at the gamemaster's discretion), though titles and holdings are out of the question. It would all have to be done very, very inconspicuously.



10.0 TABLES

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10.1 MERP/RM NPC TABLE

Name	Lvl	Hits	AT	DB	SH	GR	Wpn I	Wpn 2	MovM	Notes
THE LOST ELEDILMIR (SECTION 8.0)										
Duinhir	4	40	No/1	15	N	N	75da	—	15	Hildo Scout
Beleg	8	75	SL/5	35	N	N	95ss	75ja	25	Dúnadan Ranger
Othar	6	96	SL/5	30	N	N	120bs	65ss	25	Dúnadan Warrior
Waulcho	5	81	RL/8	15	N	N	90bs	55da	15	Northman Warrior
Barthanan	5	51	SL/5	20	N	N	80da	40sl	20	Haruze Scout
Turgon	6	43	No/1	0	N	N	—	—	0	Dúnadan Scholar
Fanghín	7	60	No/1	20	N	N	85ss	70da	20	Drughu Animist
Dunsúl	8	112	Ch/16	40	Y	A/L	110cp	100bs	25	Dúnadan Warrior
Tergon	8	112	RL/8	40	N	N	110bs	86cp	25	Hildo Warrior
Boron	4	69	No/1	15	N	N	72bs	52cp	15	Hildo Warrior
Kíron	5	50	No/1	20	N	N	80da	—	20	Hildo Scout
Glorfindel	5	36	No/1	5	N	N	—	—	5	Dúnadan Scholar
Seregion	5	50	No/1	15	N	N	85da	—	15	Hildo Bard
Meneldor	7	109	Ch/16	45	N	N	105bs	82ml	25	Dúnadan Warrior
Mardil	7	105	Ch/16	45	N	A/L	100bs	87cp	25	Dúnadan Warrior
Teleorn	7	107	Ch/16	45	N	A/L	100th	87ss	25	Dúnadan Warrior
Gaoth	6	99	RL/9	20	N	N	100ss	80sl	20	Daen Warrior
Rovik	5	54	SL/6	15	N	N	85bs	55cp	15	Daen Scout
Haedrec	4	45	SL/5	15	N	N	70ss	50da	15	Daen Scout
Bheil	6	90	RL/9	20	N	N	90sp	80sl	20	Daen Scout
Feirr	6	51	No/1	15	N	N	75da	—	15	Daen Bard
Gôr-khan-gôr	6	91	No/1	20	N	N	90cl	75sp	20	Drughu Warrior
Clatu	4	61	No/1	15	N	N	80cl	55sp	15	Drughu Animist
Aidhan	11	103	RL/8	50	N	N	130sp	110lb	25	Daen Warrior
Morthec	35	200	RL/12	75	N	N	210sp	191sb	25	Undead Warrior
Ygana	25	112	No/1	35	N	N	—	—	25	Undead Animist
RISE OF THE PRETENDER (SECTION 9.0)										
Gethron	9	122	Ch/14	40	Y	A/L	110bs	100sp	25	Dúnadan Warrior
Ragnor	9	60	SL/5	25	N	N	95da	60sl	25	Hildo Scout
Arantar	7	66	RL/10	15	N	A/L	95ba	70cp	15	Hildo Ranger
Herion	6	61	RL/9	35	Y	N	90bs	60ja	25	Hildo Ranger
Morloth	5	41	No/1	10	N	N	45da	—	10	Silvan Scholar
Amrod	7	89	Ch/16	45	Y	A/L	105bs	82ml	25	Hildo Warrior
Shardoz	5	52	SL/6	15	N	N	85cp	55ss	15	Urdwan Scouts
Findegil	8	116	Ch/15	20	Y	A/L	110ba	95sp	20	Dúnadan Warrior
Galdor	8	117	RL/8	40	Y	N	110bs	86cp	25	Dúnadan Warrior
Seregion	6	89	Ch/15	30	Y	N	100bs	75sp	25	Hildo Warrior
Naval Scouts	4	44	No/1	15	N	N	70ss	50cp	25	Hildo Scouts
Nard	12	70	No/1	5	N	N	70da	—	5	Umbarean Scholar
Eärnil II	34	170	Pl/18	50	Y20	A/I	165bs	160lb	25	Dúnadan Warrior

Type	Lvl	# Enc	Size/ Crit	Speed	Hits	AT	DB	Primary/Secondary/Tertiary Attacks	Notes
Bat	0	I-100	S	VF/VF	4	No/I	60	25Ti/—/—	Will not normally attack unless provoked.
Black Bear	5	I-5	L/I	MF/MF	150	SL/8	20	65LGr/60LCI/40MBi/70MBa	Aggressive. Nocturnal hunters.
Cliff Hornet	1	10-100	T	VF/VF	1	No/I	40	0SSt/20MSt/poison	Protective. Stings can cause death
Ground Bees	0	4-400	T	MD/VF	1	No/I	40	0TSt/0TPi/special	Protective. IO may make a 20TSt attack.
Cathfiar	3	2-4	M	BF/VF	60	No/3	45	40MCI/35MBi/—	Paired mates look alike. Very aggressive.
Wild Pig (Boar)	2	I-2	M	FA/MF	100	No/3	30	40MHo/30MBa/20STs	Aggressive. Dangerous if cornered.
Golden Eagles	3	I-5	M	FA/FA	30	No/I	35	45MCI/35SPi/—	Aggressive. Low-flying hunters.
Great Stag	4	I-4	L	F/F	200	SL/4	20	65LHo/55LBa/—	Found in woods and highland regions.
Wild Goats	3	I-2	M	FA/FA	60	No/I	25	40MHo/30MBa/30MTs	Normal. Agile climbers and swimmers.
Hunting Lizard	8	I-2	L	MD/FA	140	SL/7	30	90LBi/70MBa/110LCI	If tail knocks foe down, then may use LCI attack.
Leuman Dal	1	I-100	S	VF/VF	8	No/I	35	10Sbi/—/—	Voracious and blind. Superb leapers and swimmers.
Stone Troll	7	I-6	L/II	SL/MD	150	RL/II	15	80LBa/65LCI/40we/60ro(90')	Hostile; rock attack is a MCr.
Young Troll	4	I-4	M	M/M	80	RL/II	10	45LCI/35MBi/—	Of all types.
Rock Vipers	1	I-4	S	SL/BF	15	No/I	50	20SSt/poison/—	Passive. Incredibly toxic poison (Lvl 20).
Warg	6	I-10	M	VF/VF	150	No/4	50	75Lbi/60LCI/—	Operate in packs and will warn Orcs of intruders.
Wildcat	3	I-2	M	VF/VF	70	No/3	50	40MCI/30MBi/—	Cautious, will not attack unless provoked.
Wolf	3	5-15	M	F/F	110	No/3	30	65Lbi/—/—	Will not attack groups unless provoked.
Swamp Dragon (Crocodile)									
Small, in water	I	I-10	M	MD/MD	85	SL/7	20	50MBi/30SGr/—	Uses grappling bite to drown foes.
Small, on land	I	I-10	M	VS/MD	85	SL/7	0	30Sbi/30SBa/50MBi	If tail bash knocks foe down, then may use MBi attack.
Large, in water	3	I-5	L	MD/MD	120	SL/7	10	80Lbi/80MGr/—	Uses grappling bite to drown foes.
Large, on land	3	I-5	L	VS/SL	120	SL/7	0	40MBi/60MBa/80Lbi	If tail bash knocks foe down, then may use LBi attack.
Kraken									
Small	15	I	M	MD/MF	150	No/I	50	75MGr/50SPi/—	Up to 4 MGr (tentacles) attacks. SPi attack is beak.
Medium	25	I	L	MD/MD	300	SL/3	40	125LGr/75MPi/—	Up to 4 LGr (tentacles) attacks. MPi attack is beak.
Small	35	I	H	MD/MD	400	RL/4	40	150HGr/90LPi/—	Up to 4 HGr (tentacles) attacks. LPi attack is beak.
Rays									
Electric	3	I-2	L	SL/MD	50	No/I	30	60SBolt/50MBa/Both	SBolt is a shock bolt attack, both 20% of time.
Manta, normal	3	I-10	M	MD/MD	40	No/I	40	40SBa/—/—	Not normally aggressive.
Manta, large	5	I-2	L	MD/MD	90	No/I	20	70MBa/—/—	Not normally aggressive.
Sawfish	4	I-2	L	FA/MD	120	No/I	30	70LCI/50MBa/—	Long snout with 24-32 large teeth.
Stingray	3	I-2	L	MD/FA	45	No/I	40	80whip/60MSt/poison	Tail (whip) attack, then MSt, then poison.



10.2 MERP/RM BEAST TABLE

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Type	Lvl	# Enc	Size/ Crit	Speed	Hits	AT	DB	Primary/Secondary/Tertiary Attacks	Notes
Sea-turtle in water	2	1-2	M	MD/MD	90	RL/10	20	50MPi/60SBa/—	If retracted into shell, use Pl/12(-40).
on land	2	1-2	M	CR/SL	90	RL/10	0	20MPi/—/—	If retracted into shell, use Pl/12(-40).
Sea-drake Young	10	1	H	FA/FA	250	Ch/12	50	100HBi/60HCl/120HBa	Use large criticals. Also 40HHo & 90waterbolt.
Mature	25	1	H	FA/MF	350	Pl/16	30	110HBi/80HCl/150HBa	Use super-large criticals. Also 60HHo & 120waterbolt.
Old	40	1	H	MF/FA	500	Pl/16	50	130HBi/90HCl/180HBa	Use super-large criticals. Also 80HHo & 150waterbolt.
Sharks									
Small	2	1-20	M	FA/VF	90	SL/4	40	60MBi/—/—	Drawn to blood in the water.
Great White	5	1-5	L	FA/FA	180	SL/4	20	100Lbi/—/—	Drawn to blood in the water.
Dolphin	8	2-20	L	VF/FA	80	No/I	40	50MBa/40MBi/—	Very intelligent and playful.
Fell-turtle	15	1	H	MD/MD	250	Pl/19	35	120HPi/140LBa/—	Use Super-large criticals.
Sea-snake	1	1-2	S	SL/FA	10	No/I	40	30TSt/poison	Vicious 6th level nerve poison.
Sperm Whale	12	2-20	H	MF/MF	550	SL/8	40	80HBa/90HBi/70HGr	Use Super-large criticals. HGr is a swallow attack.

Codes:

The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: Lvl = level, # Enc = number encountered, Size = Tiny(T), Small(S), Medium(M), Large(L) or Huge(H), and DB = defensive bonus. The more complex statistics are described below.

Speed: Speed is given in terms of Movement Speed/Attack Quickness; C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, F = Fast, VF = Very Fast, and BF = Blindingly Fast.

AT (Armor Type): The two letter code gives the creature's *MERP* armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent *Rolemaster* armor type.

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack: T = Tiny, S = Small, M = Medium, L = Large and H = Huge. The last two letters indicate the type of attack: Ti = Tiny, Pi = Pincher/Beak, Ba = Bash, Bi = Bite, Cl = Claw, Cr = Crush, Gr = Grapple, Ho = Horn, TS = Trample/Stomp, St = Stinger, and We = Weapon. These codes differ slightly from the *MERP* codes and the *Rolemaster* codes.

(Primary/Secondary/Tertiary): Each creature usually initiates combat using its Primary attack. Depending on the situation or success of the Primary attack, it may later use its Secondary attack or Tertiary attack.

Name	EP	End	Str	Ag	Int	Mov	Def	Mel OB	Mis OB	Gen	Sub	Perc	Mag	# Spells	Notes
THE LOST ELENILMIR (SECTION 8.0)															
Duinhir	900	49	1	1	0	1	1	2	2	2	3	4	-1	0	Human Scout
Beleg	2100	86	2	1	0	-1	3	6	5	2	0	1	-5	0	Human Warrior
Othar	1500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Waulcho	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Barthanan	1200	49	1	1	0	1	1	2	2	2	4	4	-1	2	Human Scout
Turgon	1500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Fanghîn	1800	86	2	1	0	-1	3	5	5	2	0	1	-5	0	Human Warrior
Dunsûl	2100	86	2	1	0	-1	3	6	5	2	0	1	-5	0	Human Warrior
Tergon	2100	86	2	1	0	-1	3	6	5	2	0	1	-5	0	Human Warrior
Boron	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0	Human Warrior
Kíron	1200	49	1	1	0	1	1	2	2	2	4	4	-1	2	Human Scout
Glorfindel	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Seregon	1200	53	0	0	2	-1	1	-2	-4	1	-4	3	7	10	Human Bard
Meneldor	1800	86	2	1	0	-1	3	5	5	2	0	1	-5	0	Human Warrior
Mardil	1800	86	2	1	0	-1	3	5	5	2	0	1	-5	0	Human Warrior
Teleorn	1800	86	2	1	0	-1	3	5	5	2	0	1	-5	0	Human Warrior
Gaoth	1500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Rovik	1200	49	1	1	0	1	1	2	2	2	4	4	-1	2	Human Scout
Haedrec	900	49	1	1	0	1	1	2	2	2	3	4	-1	0	Human Scout
Bheil	1500	49	1	1	0	1	1	3	2	2	4	4	-1	2	Human Scout
Feirr	1500	53	0	0	2	-1	1	-2	-4	2	-4	3	7	10	Human Bard
Gôr-khan-gôr	1500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Clatu	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0	Human Warrior
Aidhan	3000	95	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
Morthec	10200	114	3	-1	0	-2	2	10	4	5	1	3	-7	0	Undead Warrior
Ygana	7200	66	-1	1	2	1	1	0	1	1	1	5	9	14	Undead Bard
RISE OF THE PRETENDER (SECTION 9.0)															
Gethron	2400	86	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
Ragnor	2400	49	1	1	0	1	1	3	3	2	5	5	-1	2	Human Scout
Arantar	1800	67	1	0	1	-1	2	4	-1	6	0	4	-2	0	Human Ranger
Herion	1500	58	1	0	1	-1	2	4	-1	6	0	4	-2	0	Human Ranger
Morloth	1200	81	0	2	0	1	3	3	6	-2	-1	1	-2	2	Elf Warrior
Amrod	1800	86	2	1	0	-1	3	5	5	2	0	1	-5	0	Human Warrior
Shardoz	1200	49	1	1	0	1	1	2	2	2	4	4	-1	2	Human Scout
Findegil	2100	86	2	1	0	-1	3	6	5	2	0	1	-5	0	Human Warrior
Galdor	2100	86	2	1	0	-1	3	6	5	2	0	1	-5	0	Human Warrior
Seregon	1500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Naval Scouts	900	49	1	1	0	1	1	2	2	2	3	4	-1	0	Human Scout
Nard	3300	53	0	0	2	-1	1	-2	-4	2	-4	4	9	14	Human Bard
Eärnil II	9900	113	3	1	0	-1	3	9	7	2	1	2	-5	2	Human Warrior



10.4 LOR BEAST TABLE

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Name	Movement	Normal	Charge	Flee	Endurance	Melee	Melee	Missile	Missile
		Defense	Defense	Defense		OB	Damage	OB	Damage
Bat	1	5	3	7	2	0	-3	—	—
Black Bear	2	2	1	3	75*	4	3	—	—
Cliff Hornet	-1	3	1	5	0	-2	-6	—	—
Ground Bees	-1	3	2	3	0	-2	6	—	—
Cathfiar	12	4	2	6	50	2	0	—	—
Wild Pig (Boar)	1	4	4	4	50*	5	3	—	—
Golden Eagles	9	2	0	3	15	2	0	—	—
Great Stag	12	4	2	6	50	2	0	—	—
Wild Goats	1	4	4	4	50*	5	3	—	—
Hunting Lizard	-1	3	2	4	27	0	-3	—	—
Leuman Dal (Rodent)	2	8	7	8	2	0	-6	—	—
Stone Troll	2	2	2	2	75**	5	3	0 (rock)	2
Young Troll	3	2	1	3	60*	4	3	0(rock)	0
Rock Vipers	-1	3	3	3	22*	5	3	—	—
Warg	7	1	-1	2	80	3	3	—	—
Wildcat	1	4	4	4	50*	5	3	—	—
Wolf	7	2	0	3	55	3	0	—	—
Swamp Dragon (Crocodile)									
Small, in water	-1	1	0	1	60	5	3	—	—
Small, on land	-3	0	0	0	60	3	3	—	—
Large, in water	-2	4	3	5	122†	7	6	—	—
Large, on land	-4	3	3	3	122t	6	6	—	—
Kraken									
Large	2	5	5	5	200**	9	6	—	—
Medium	4	4	4	4	150*	7	3	—	—
Small	5	4	4	4	75	3	0	—	—
Rays									
Electric	-3	2	2	2	25*	4	3	—	—
Manta, normal	-2	3	3	3	20	2	0	—	—
Manta, large	-2	3	3	3	35	2	0	—	—
Sawfish	1	2	0	3	60*	4	3	—	—
Stingray	-1	3	3	3	22*	5	3	—	—
Sea-turtle, on land	-3	3	3	3	45	2	0	—	—
in water	-1	3	2	4	45	3	1	—	—
Sea Drake,									
Young	9	6	4	7	100‡	7	5	—	—
Mature	8	7	5	8	120‡	9	6	—	—
Old	8	8	6	9	150‡	9	7	—	—
Shark,									
Great White	5	2	0	3	90*	6	3	—	—
Small	3	4	2	5	45	3	0	—	—
Dolphin	3	3	1	5	40*	3	3	—	—
Fell Turtle	4	6	6	6	125**	8	6	—	—
Sea-snake	-3	5	4	5	12	1	-3	—	—
Sperm Whale	5	4	3	5	275**	6	6	—	—

* For these creatures treat "U" results as "25 damage" and for "K" results roll one die: on a 3-6 the result is a "K," otherwise the result is "30 damage."

** For these creatures treat "U" results as "20 damage" and for "K" results roll one die: on a 4-6 the result is a "K," otherwise the result is "25 damage."

‡ For these creatures treat "U" results as "15 damage" and for "K" results roll one die: on a 5-6 the result is a "K," otherwise the result is "20 damage."

‡‡ For these creatures treat "U" results as "10 damage" and for "K" results roll one die: on a 6 the result is a "K," otherwise the result is "15 damage."



10.5 LOR CONVERSION NOTES

The *LOR* tables in Sections 10.3 and 10.4, provide you with all the statistical info you need on non-player characters, beasts, and military forces. However, the adventures that comprise *Southern Gondor: The Land* also contain stats for locks, traps, and magical items. The conversion instructions below will enable you to translate *MERP* locks into *LOR* locks, *MERP* traps into *LOR* traps, and *MERP* items into *LOR* items.

10.5.1 LOCKS

MERP locks are described using the difficulty level of the maneuver required to pick the lock together with a numerical modifier. The terms used are the same as those that describe *LOR* maneuvers. To convert a *MERP* lock to a *LOR* lock, simply ignore the numerical *MERP* modifier and use the *LOR* numbers assigned to the difficulty level on page 5 of the *The Guidelines*. This information is reproduced below:

Difficulty Level	Minimum for Success
Routine.....	4
Very Easy.....	5
Easy.....	6
Light.....	7
Medium.....	8
Hard.....	9
Very Hard.....	11
Extremely Hard.....	13
Sheer Folly.....	15
Absurd.....	18

10.5.2 TRAPS

Traps have two components best summarized by two questions: 1) how difficult is it to detect and disarm the trap? and 2) what are the results of triggering the trap?

MERP traps are partially described using the difficulty level of the maneuver required to detect or disarm the trap (two separate maneuvers) together with a numerical modifier. The terms used are the same as those that describe *LOR* maneuvers. To convert a *MERP* trap to a *LOR* trap, ignore the numerical *MERP* modifier and use the *LOR* number assigned to the difficulty level (shown above).

What happens if a trap is triggered by the adventurers? Sometimes the result can be described without game system stats—for example, perhaps the trap simply sounds an alarm in an adjacent guard hall, in which case the guards are alerted to the presence of intruders. More often, the trap triggers an automated weapon attack (such as that delivered by a spring-loaded crossbow) or a spell.

If the trap triggers a weapon attack, the *MERP* attack is described by weapon type and an offensive bonus. To convert the *MERP* OB to a *LOR* offensive bonus, simply divide the modifier by 5. Then use the result on the *LOR* Combat Table (page 17 of *The Guidelines*) as usual.

If the trap triggers a spell, then the name of the *MERP* spell and the *MERP* spell list where that spell appears are given. To convert the *MERP* spell into a *LOR* spell, look up the *MERP* spell list on the chart below which gives the corresponding *LOR* spell. (Rarely, the trap triggers a custom spell that exists in neither *MERP* nor *LOR*; in such cases, a specific description of its effects, independent of any system, is given in the text to provide all you need to know to GM the play.)

OPEN ESSENCE SPELLS

<i>MERP</i> List	<i>LOR</i> Spell
Physical Enhancement.....	Balance
Essence's Ways.....	Concentration
Unbarring Ways.....	Speed
Essence Hand.....	Shield
Spell Ways.....	Protection from Magic
Essence Perceptions.....	Concentration
Illusions.....	Camouflage
Spirit Mastery.....	Calm

MAGE SPELLS

<i>MERP</i> List	<i>LOR</i> Spell
Fire Law.....	Fire Bolt
Ice Law.....	Fire Bolt
Earth Law.....	Item Analysis
Light Law.....	Fire Bolt
Wind Law.....	Protection from Magic
Water Law.....	Luck
Lofty Bridge.....	Speed
Living Change.....	Strength

BARD SPELLS

<i>MERP</i> List	<i>LOR</i> Spell
Lore.....	Concentration
Controlling Songs.....	Calm
Sound Control.....	Luck
Item Lore.....	Item Analysis

OPEN CHANNELING SPELLS

<i>MERP</i> List	<i>LOR</i> Spell
Nature's Lore.....	Concentration
Nature's Movement.....	Speed
Spell Defense.....	Protection from Magic
Surface Ways.....	Healing
Protections.....	Shield
Detection Mastery.....	Concentration
Sound/Light Ways.....	Fire Bolt
Calm Spirits.....	Calm

ANIMIST SPELLS

<i>MERP</i> List	<i>LOR</i> Spell
Direct Channeling.....	Clairvoyance
Blood Ways.....	Healing
Bone/Muscle Ways.....	Healing
Organ Ways.....	Healing
Animal Mastery.....	Charm Animal
Plant Mastery.....	Camouflage
Purifications.....	Luck
Creations.....	Sustenance

<i>MERP List</i>	<i>LOR Spell</i>
Path Mastery	Concentration
Moving Ways	Speed
Nature's Guises	Camouflage
Nature's Ways	Charm Animal

10.5.3 MAGIC ITEMS

Most of the treasure found in Middle-earth falls into three broad categories: weapons, armor, or spell casting enhancement. *MERP* describes the capabilities of such items with terms having specific game system definitions. Below, we present these terms with definitions adapted for the *LOR* system.

WEAPONS

Additional Criticals: In *MERP* combat, serious wounds are represented by critical damage. Normal weapons wielded skillfully can deliver critical damage. Magical weapons sometimes deliver an additional critical: a cold critical, an electrical critical, a grappling critical, a heat critical, an impact critical, a slashing critical, or an unbalancing critical.

In *LOR*, normal criticals are represented by the U and K results on the *LOR Combat Table*. The GM need only referee normal *LOR* combat.

Additional criticals—excepting grappling, slashing, and unbalancing—are handled thusly in *LOR* combat: upon a U or K result, for each additional critical a weapon is capable of delivering, roll one D6 die and apply the result to the damage delivered to the target. If the additional critical is labeled as being "equal in severity," roll one die—the result is the number of dice that are rolled to determine the extra damage delivered.



Grappling criticals: Upon a U or K result, when hit by a weapon that does grappling criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target is not entangled and may act normally; if the result is lower than the total attack roll, the target is entangled and may take no action for the number of rounds equal to the difference between the attacker's total attack roll and the target's Agility maneuver.

For example, Jos Haur! the Easterling throws his enchanted bola at Ulfilas the Northman who is fleeing. Haur!'s Missile OB is +3. His bola has an OB of +2 and delivers grappling criticals. Haur!'s player rolls the dice for a result of 6. His total attack roll is 3 + 2 + 6 = 11.

Ulfilas' defense bonus is +2. Additionally, he wears a helmet (see below), which means that U results on the Combat Table do not knock him out.

Checking the Table, we see that Haur! has achieved a U result. This means we must also check the result of the grappling ability of the boh.

Ulfilas' player rolls the dice and gets a 9. The Northman has an Agility bonus of +1, so his total is 10, which is less than Haur!'s 11. Thus Ulfilas is entangled and has taken 11 points of damage, but is not unconscious.

Unbalancing criticals: Upon a U or K result, when hit by a weapon that does unbalancing criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target remains on his or her feet and may act normally; if the result is lower than the total attack roll, the target is knocked to the ground and takes damage equal to one die roll.

Slashing criticals: Upon a U or K result, when hit by a weapon that does slashing criticals, the target must roll one die (1D6); the result is the number of points of damage the target receives at the end of each round due to bleeding.





Of Slaying creatures: Some weapons are described as being Of Slaying Orcs or Of Slaying Dragons or Of Slaying Trolls, etc. Whenever such a weapon is used to attack the creature designated by this description, add +2 to the attack roll on the Combat Table. This bonus is cumulative with any bonus present due to Holy virtues (see below). The maximum result is 12.

Of Slaying items: Some weapons are described as being Of Slaying swords or Of Slaying weapons or Of Slaying armor or Of Slaying shields, etc. Such weapons perform this destruction under conditions such as "targeting an opponent's weapon" or "if opponent parries" or some other parameters which are explicitly presented. Whenever such a weapon is used to attack the item designated by its description, the attacker should roll on the +6 column of the Combat Table. The GM should move the column used to the right for every +1 OB/DB possessed by the target item. If the result of the roll is a U or a K, the target item is destroyed immediately. Any number results are ignored.

Holy/Unholy weapons: These are weapons possessing the special favor of a Vala or a Maia (pure or fallen). Most have a reputation and are known on sight by their wielders' enemies. Holy weapons act as weapons Of Slaying versus all beings aligned with Sauron or Morgoth. Unholy weapons act as weapons Of Slaying versus all beings in enmity to Sauron or his evil master. (This bonus is cumulative with any more specific slaying abilities, such as Of Slaying Undead.)



ARMOR

MERP armor is usually described as possessing a specific defensive bonus. To convert this *MERP* DB into a *LOR* defense bonus, simply divide it by 5. Sometimes armor has special capabilities, such as protecting its wearer from specific criticals. Such abilities are usually detailed in words rather than numbers and can be readily applied to any game system.

Helmets: In *LOR*, combatants who wear helms have an advantage over those who don't. Roll the dice (2D6) when a character wearing a helm receives a U result on the Combat Table. If the roll is 8 or higher, the character receives damage equal to the attack roll, but remains conscious, unless the damage puts his or her damage total higher than Endurance. Any bonus from a magical helm should be added to the determining dice roll.

SPELL CASTING ENHANCEMENT

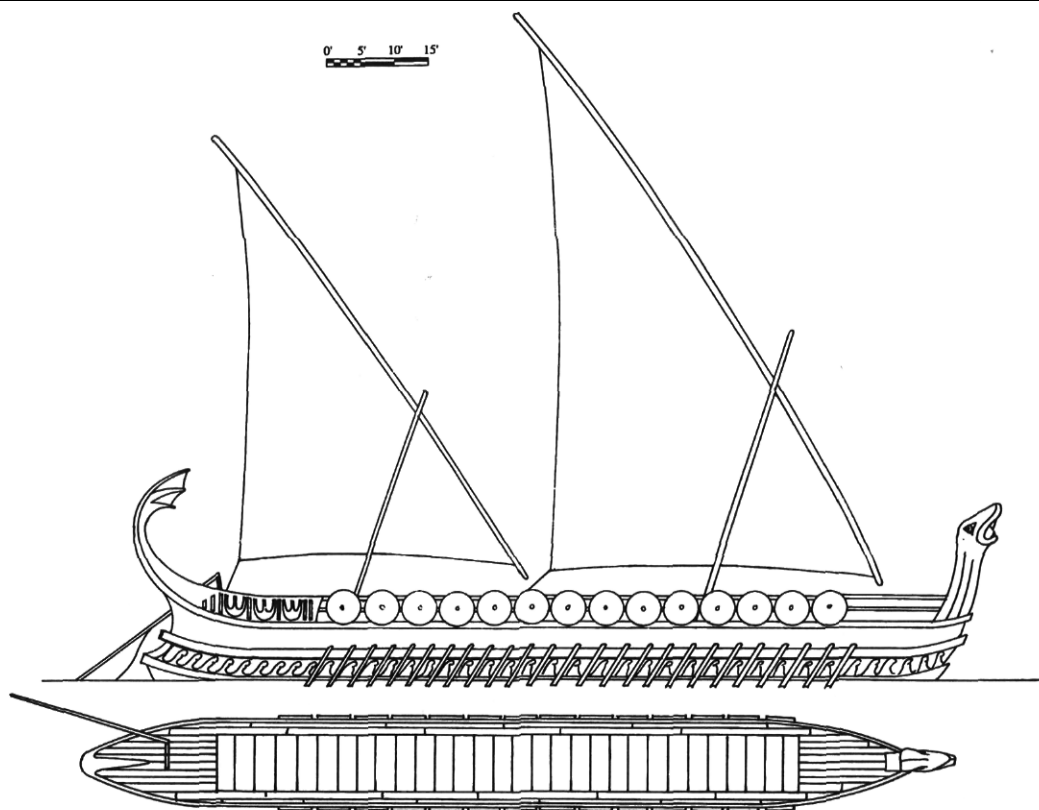
Many items that enhance spell casting do so by granting their user specific spells. To convert the spells of such items from *MERP* spells to *LOR* spells, use the procedure outlined under *Traps* above. Two special types of spell enhancing items are presented below.

Spell adders: Spell adders are normally described as +1 adders or +2 adders or +3 adders. Characters with an adder may cast any one learned spell once a day for every +1 possessed by the adder. (A +2 adder bestows 2 spells; a +3 adder 3 spells.) The caster takes no damage for spells cast using an adder. The caster may not carry more than one adder on his or her person.

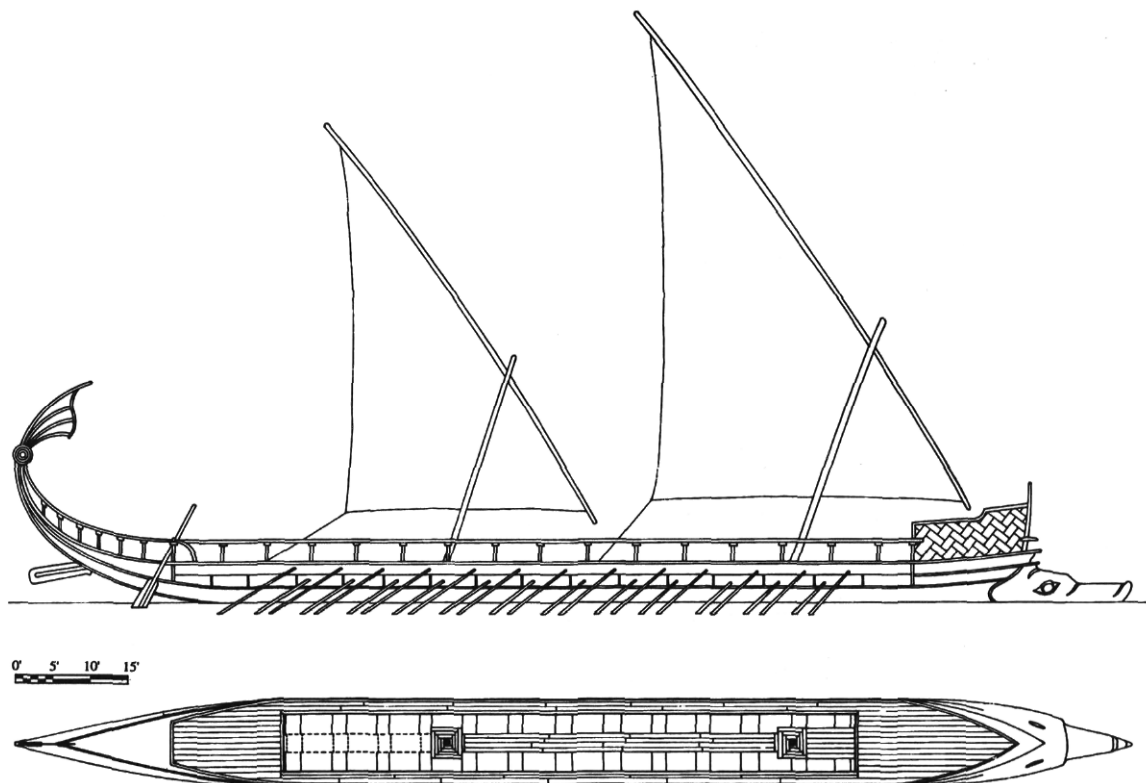
Spell multipliers: Spell multipliers are normally described as x2, x3, x4, etc. Characters with a multiplier may reduce the damage taken due to casting a spell as follows: divide the damage taken by the multiplier value. (A character must always take at least 1 point of damage when casting a spell.)

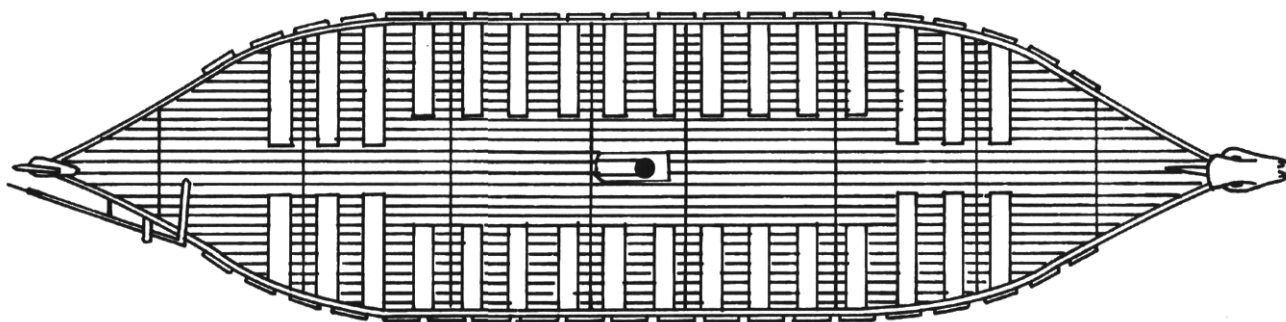
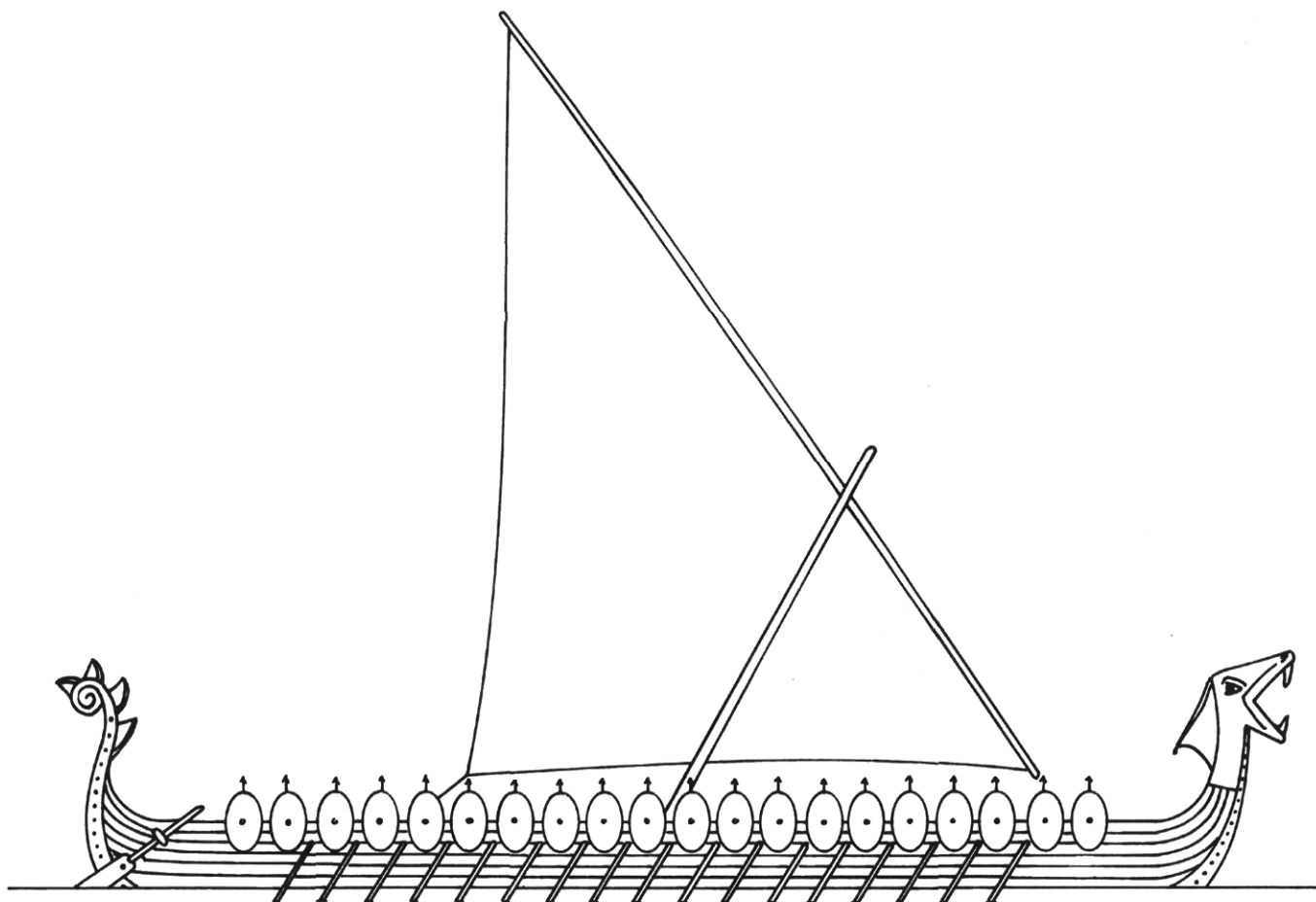
For example, Fire Bolt results normally in 6 points of damage taken. Euen the Dunnish Bard has a x3 multiplier. When she casts a Fire Bolt, she takes only 2 points of damage ($6 \div 3 = 2$).

11.1 HARADAN MERCHANT VESSEL

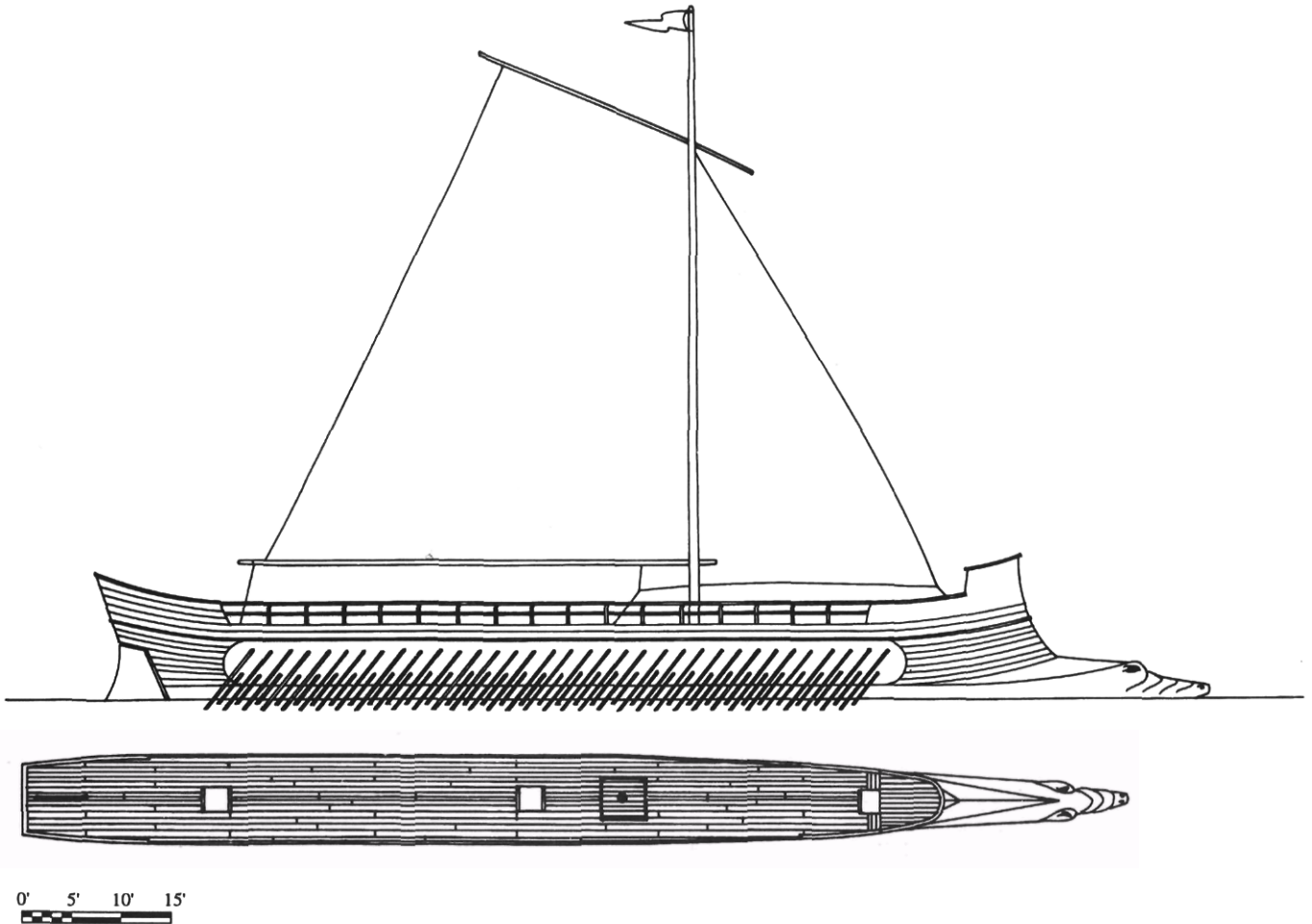


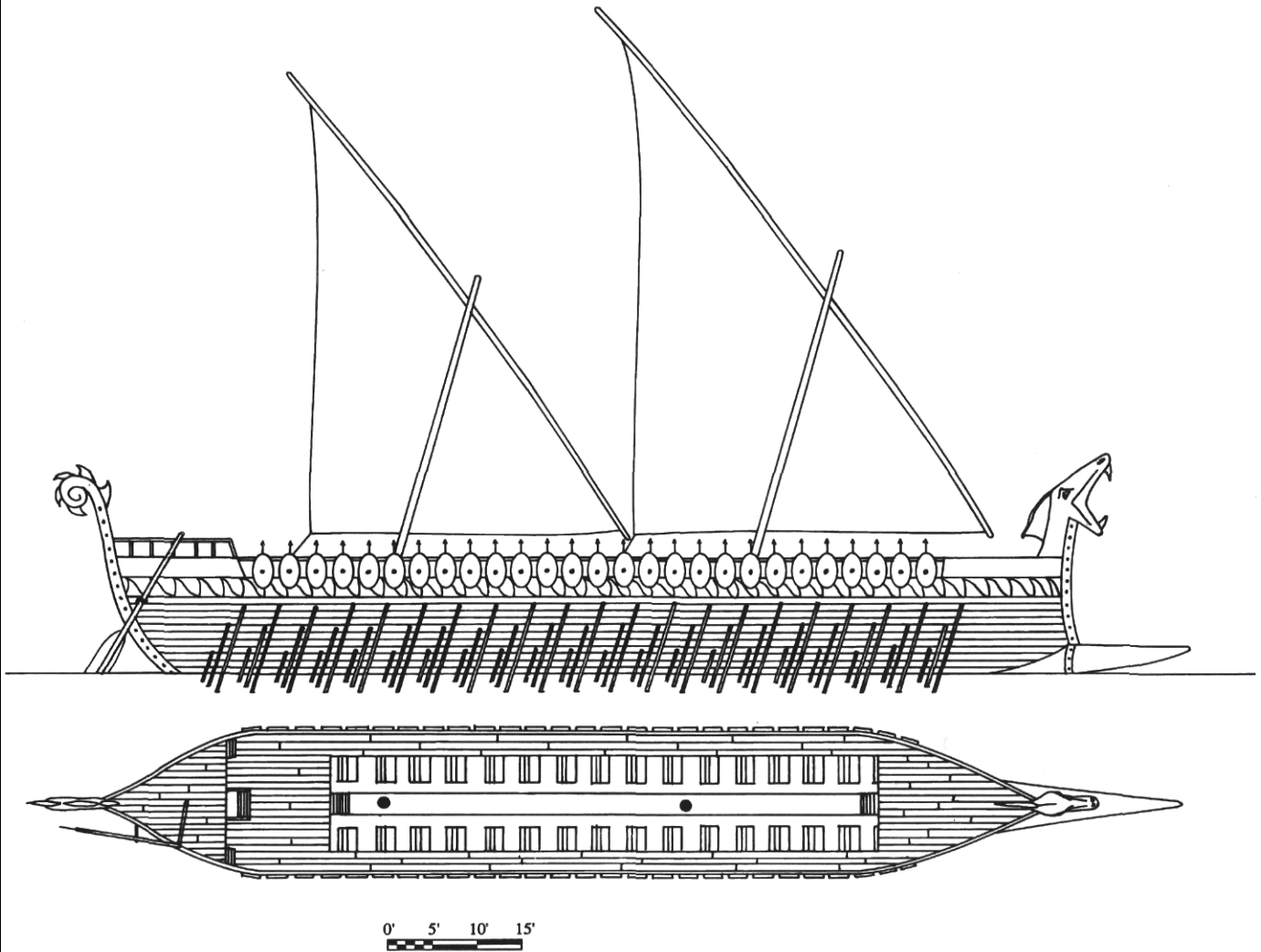
11.2 HARADAN RAIDER

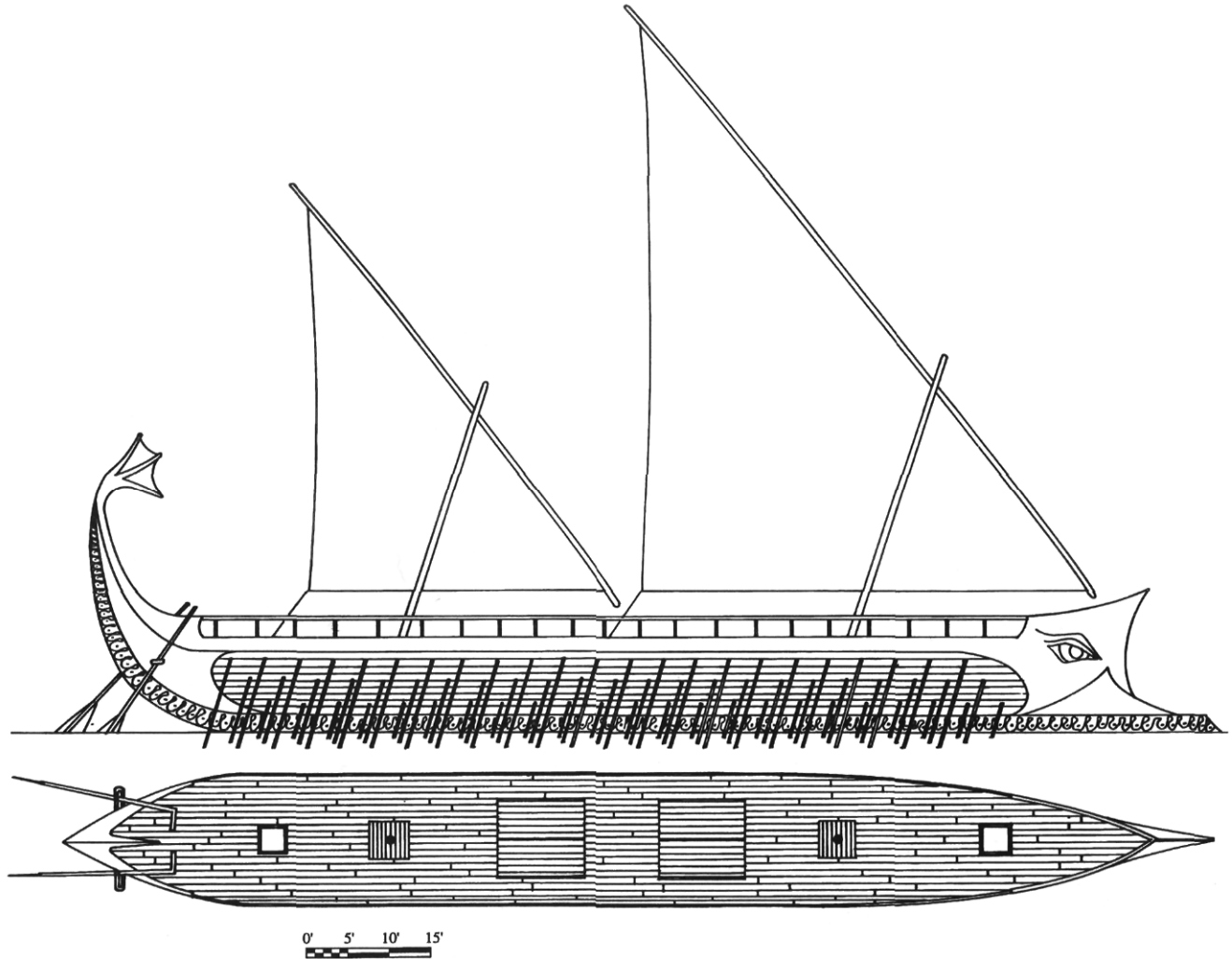


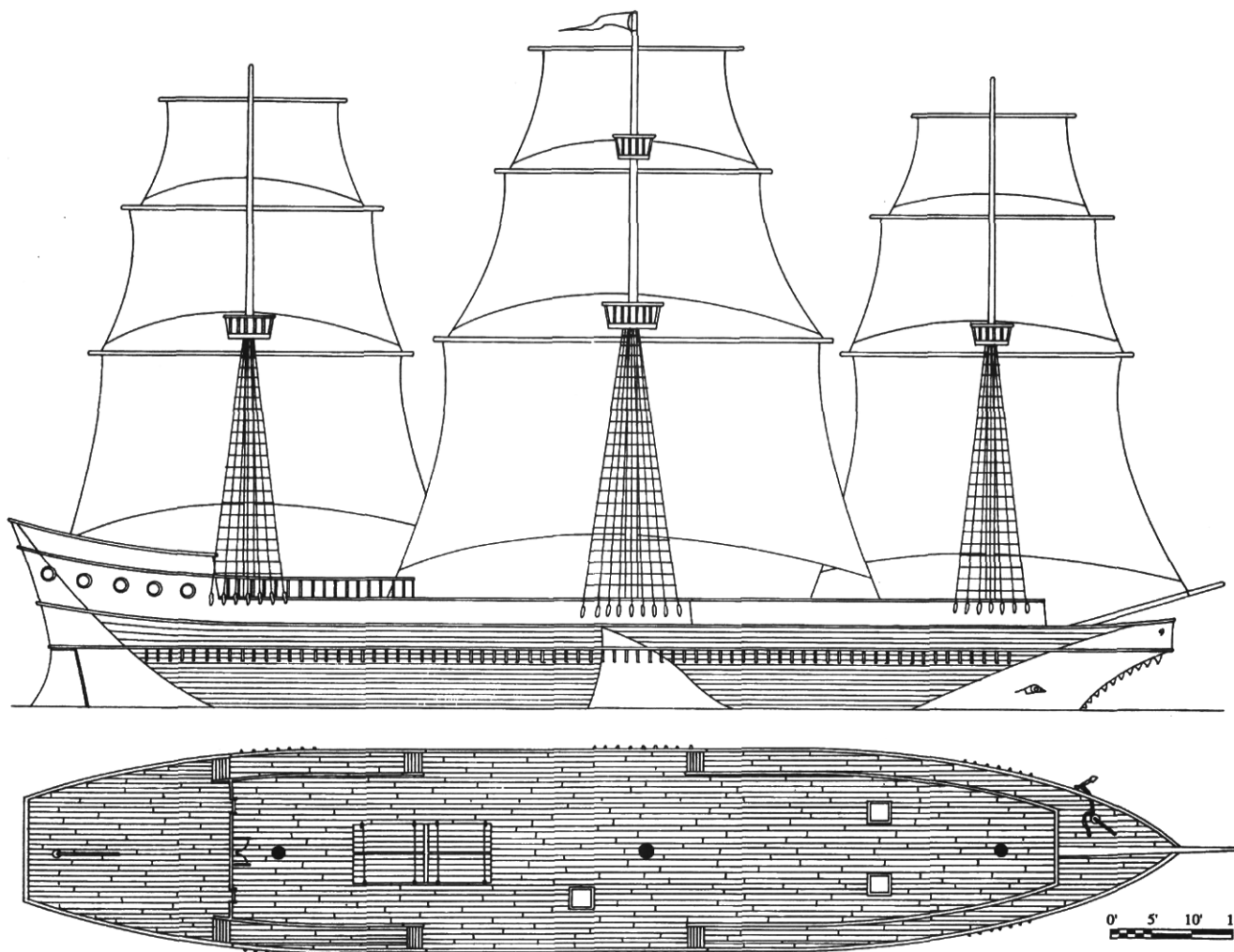


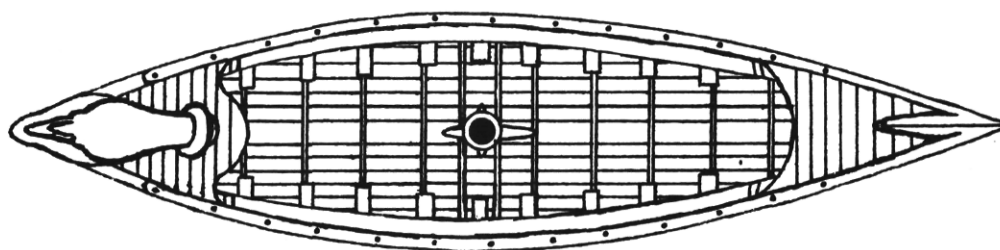
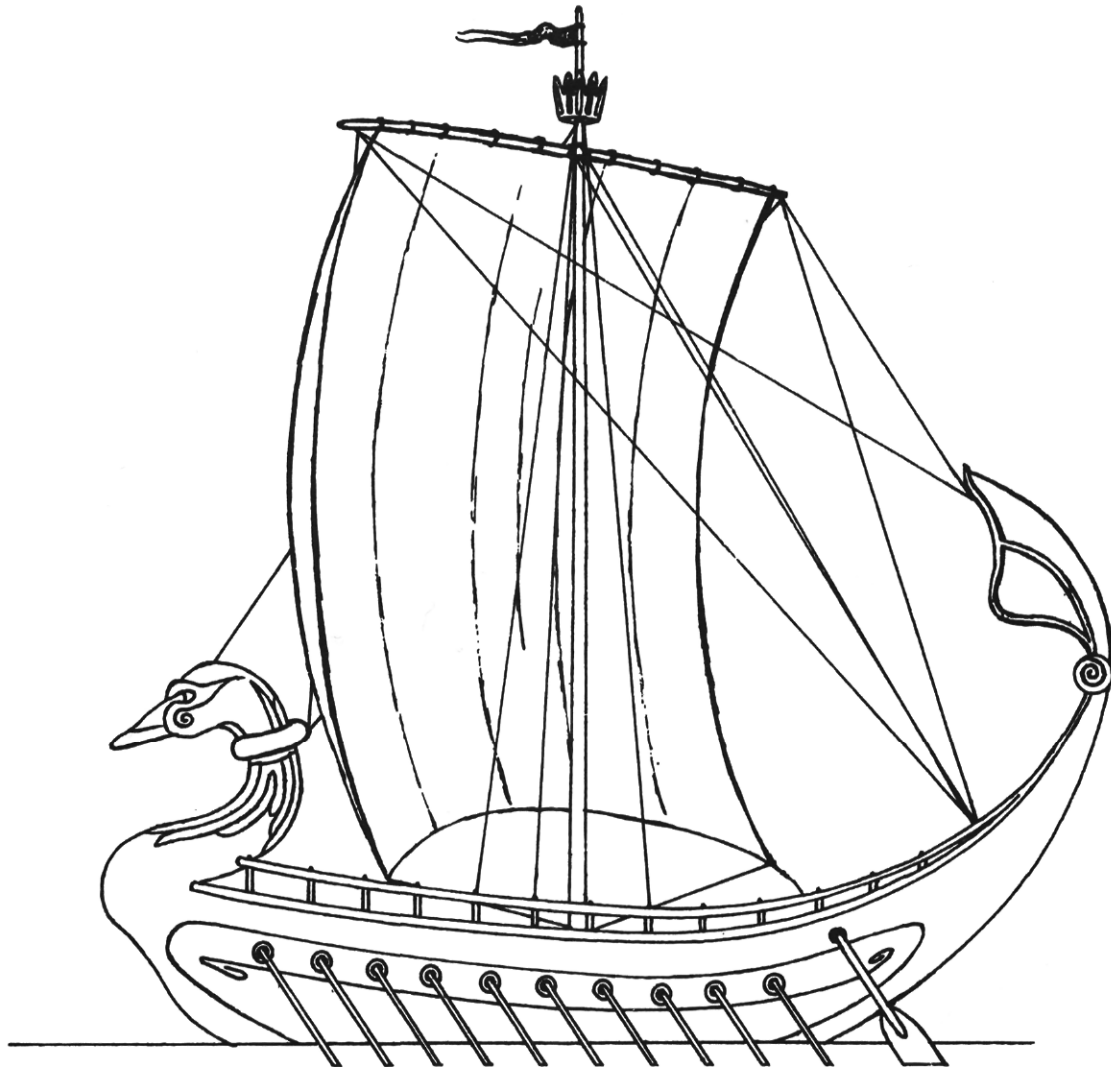
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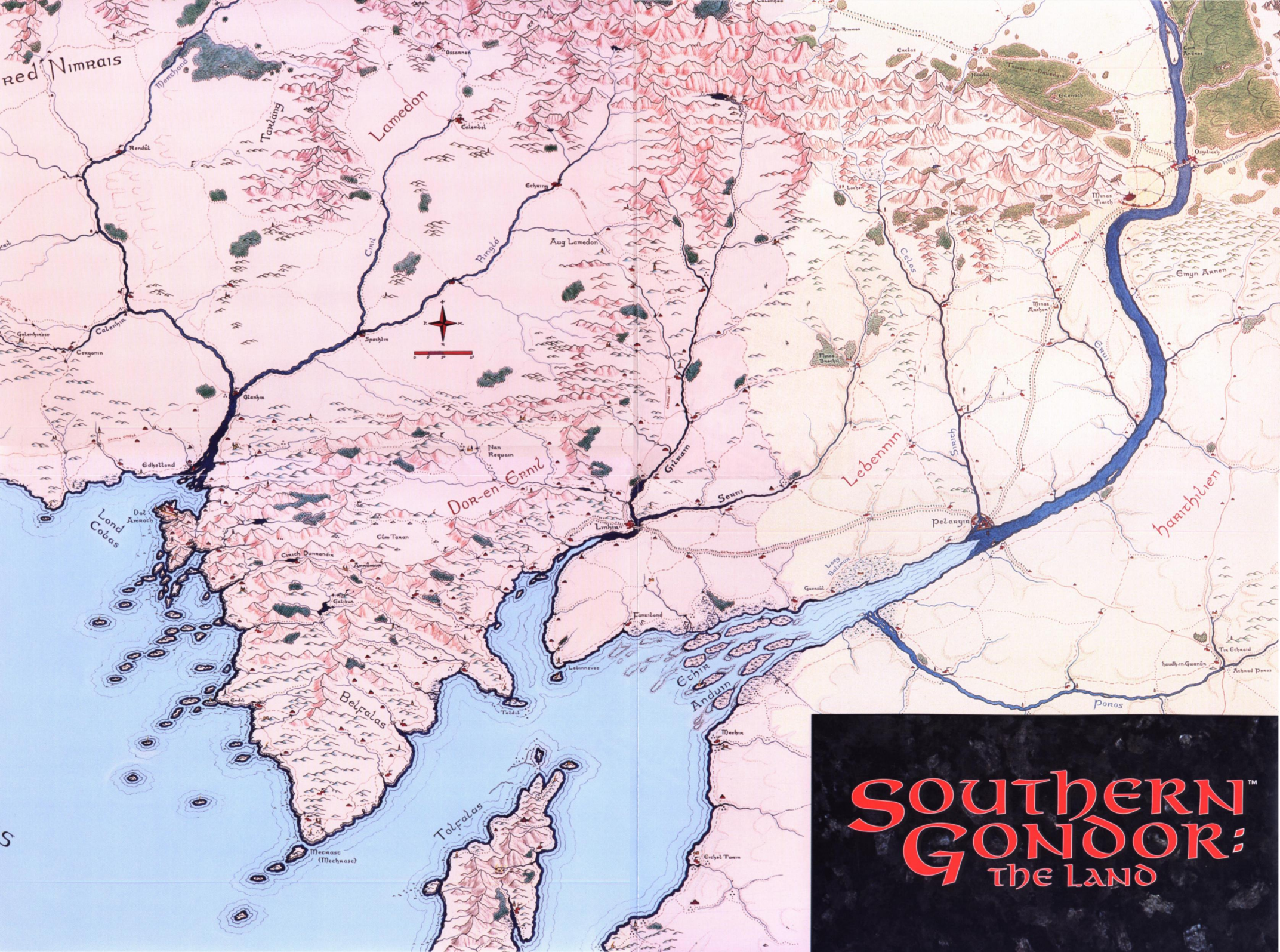




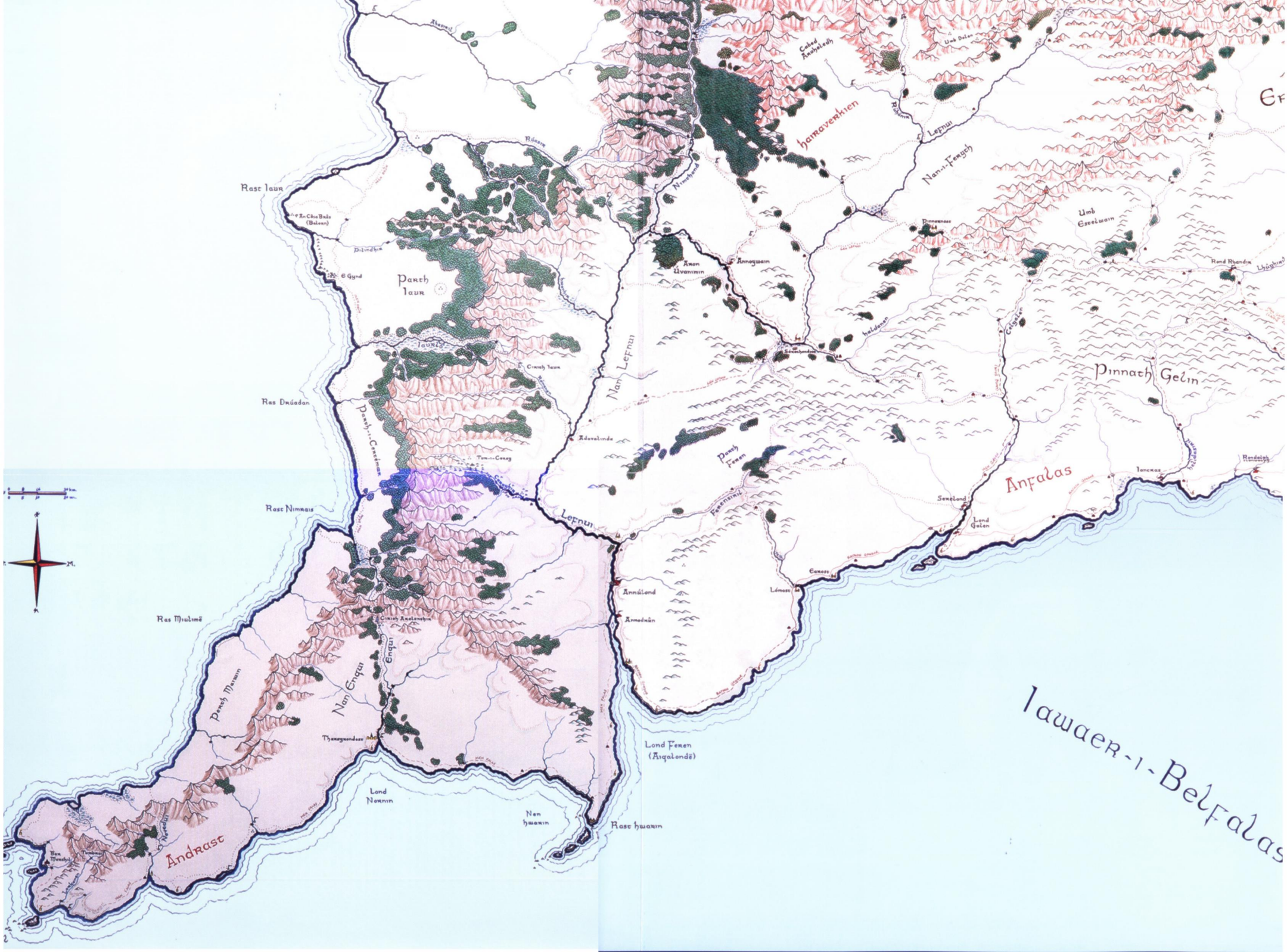


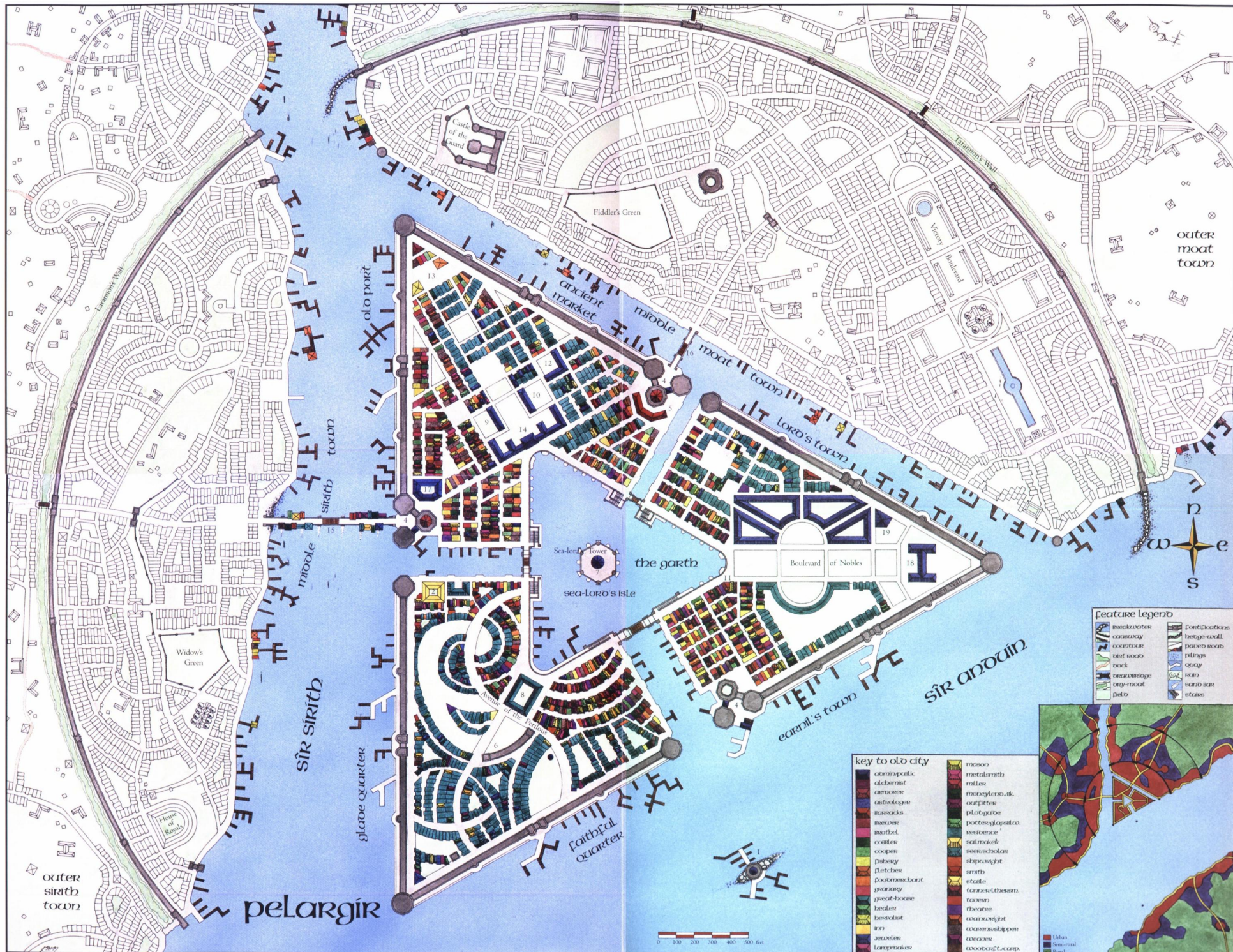






SOUTHERN GONDOR: THE LAND







LOND Eرنil map key

LAYOUT OF THE CITY

The following material refers to points located on the color city map of Lond Eرنil. All of the sections are organized according to the color of the city quarters, so a two-letter code is used to provide a quick reference.

THE WHITE TOWN (WT1-WT9)

WT1. INN OF THE GREY MOON.
Built by the First Gray (reputedly the city's original wharf), the Inn of the Grey Moon is the favorite gathering place and lodging of visiting sea captains. Edhildar is the proprietor of the four-story building, which is the largest of the second floor, along with his wife, a daughter, and three or four other tenants.

WT2. GUILDHALL OF THE WHITE-SHIP WRIGHTS.
The meeting hall of the respected but secretive High Guild, this stout, gray building remains a mystery to virtually everyone else. It supposedly has three basement levels, making it a seven-level structure.

WT3. GUILDHALL OF METALWORKERS.
The Ammerr Guild and the Smiths Guild both meet here, sometimes in the same place.

WT4. GUILDHALL OF SAILMAKERS.
Although small in number, the sailmakers wield a considerable amount of power. They jealously guard the status quo.

WT5. GUILDHALL OF GUIDES.
The Guides (S. "Vryndam") are essentially skilled sea-going navigators. Those who do not know the local waters well are foolish enough to attempt the voyage without the aid of one of these trustworthy seamen.

WT6. HOUSE OF THE WHITE-SHIP WRIGHTS.
These chambers house the barracks of the city's unmarried sea-warriors (S. "Otrazerdan").

WT7. HOUSE OF TORMENSON SPA.
The old Aldemant Tormenson Spa is descended from a Black Nimnerian family. He knows much of Umbar, and still advises the Prince about customs and war-craft in Harad.

WT8. THE TURTLE-FISH.
Built of a mottled black, red-tinted wood and topped with a graining of white, this building is the headquarters of the city's most powerful merchant, the Turtle-fish (S. "E Fancinador") after its first owner returned from a sea-voyage to the Drel (in the Farthest South). He claimed that one of the ships in his fleet was destroyed by a giant sea-turtle on his return passage. The present owner, Camblagon, is the first owner's great grandson. He and his twin sister Camblag are the three-story establishment, which is situated on the waterfront. The building is a two-story structure. Hot baths are provided in the tavern two private rooms, which are both located in the turret-wing. The proprietors' families reside next door.

WT9. THE LOST ELE.
Alder and his daughter Aldemant maintain this three-story inn, which has a modest but exceptional tavern. Members of the White Shipwrights Guild often gather here, and visiting friends of the guild stay in the inn's seven superb private rooms.

THE MIDDLE PORT (MP1-MP6)

MP1. SHIPWRIGHTS.
The Shipwrights Guildhall (S. "Rondocrotho Cridan") is the largest and most opulent of Lond Eرنil's many artisans' halls. It has a main chamber, as well as smaller meeting rooms for the various associations within the guild.

MP2. HOUSE OF THE LONG SUNSHINE.
The Bar Ammerr is an expensive and well-lit house of delight. Its bright lights, a display of their exceptional wares.

MP3. GUILDHALL OF THE LAMPMAKERS.
The Lampmakers (S. "Cerdan") of Lond Eرنil are among the most skilled in Endor. Only rivalled by those of Thubad and Oglath, they receive commissions from all over Gondor. Their guild hall is a four-story building, always adorned with numerous bright lights, a display of their exceptional wares.

MP4. ALDAR'S HOUSE.
Aldar the Smith maintains the largest smithy in all Dve-en-Ernil. He is a wealthy man and lives in the Castle Quarter (see CQ2), but his fortune is still inadequate as far as his son Aldarion is concerned. Aldarion is in love with Edhildar, the youngest daughter of the Prince, but his family's station virtually precludes their marriage.

MP5. GUILDHALL OF THE FISHERMEN.
Pagadon (S. "Pagadon"), this fine-story building houses meeting halls, a museum of maritime oddities, private guest quarters, and a school.

MP6. FISHERMEN'S MARKET.
Largest of the city's marketplaces, this trading center is always open, offering the finest seafood in Gondor.

THE NEW PORT (NP1-NP5)

NP1. BUTCHERS' MARKET.
This is the center of Lond Eرنil's red meat and poultry trade. Residents enjoy lamb, beef, pork, or chicken.

NP2. ELDHIL'S BREWERY.
Eldhild and his nine sons make the finest ale and only beer produced in Dve-en-Ernil. Unbeknownst to the rest of the city, Eldhild's family is the center of a circle of spies in the service of the White Shipwrights Guild.

NP3. KENNEDY'S WINE.
Nimander's three-story inn is famous for its plentiful shellfish and poor beds.

NP4. MERCHANTS' EXCHANGE.
A cooperative monopolizer, the Merchants Exchange is actually owned by a partnership led by the White-shipwrights Guild and the Prince's brother Edhildar.

NP5. MERCHANTS' HALL.
The Merchants' Hall is a grand building, the Merchants Hall accommodates the town's general merchants' congresses and serves as the town's commercial court (a forum for arbitration used as an alternative to the Prince's Chamber of Equity).

THE CLIFFS (CL1-CL5)

CL1. HOUSE OF TOWERS.
This is the richest gaming hall west of the Anduin. The proprietor Heddion is a close friend of the Spire Ammerr. He maintains an exclusive inn on the upper two floors of this four-story building.

CL2. THE BUCKEN POND.
Undoubtedly one of the town's better restaurants and drinking halls, the Broken Pond is the favorite nightspot for the Prince's entourage. Its owner, Gollubur, is the cousin of Camlin, the Warden of the Castle.

CL3. TANSOREL'S HOUSE.
The (11th 14) Mage resides here with her seven cats. Warden of the Spire Ammerr, who she holds responsible for her husband's untimely death. She is contemplating using her lower Aldamir (see CQ2) as a means of assailing Ammerr. Favored is beautiful and rufous cat, for her blood hair and fair features are unusual for this region. Her mother, a woman of Robmoran, was of Northern blood and favored muttons two and three times as much as her relatives in Lake-town.

CL4. WHITE SHIP.
This snug tavern was once the home of the first Warden of Castle Ammerr. It is now a quiet nightspot catering to many of the nearby residents. Nimander, the consort of the Prince's name younger brother Edhildar, frequents the private Upper Room of this three-story establishment. Her host of friends has a reputation for story-telling and playing cards, but others know better. The residents (7th 14) Spire (Third) Nimander lives in this four-story townhouse, with her dog Nardir and her young sister Nimbar. A secret passage (once a sewer) joins Nimander's bedroom to the Ale-room and attic of the Spire of the Blind Voyager inn in the Gate Town (GT2).

THE CASTLE QUARTER (CQ1-CQ5)

CQ1. SPARE'S HOUSE.
This elegant five-story townhouse is home to the present Spire (Maver), Ammerr. He is the most powerful of the Prince's vassals and he maintains three of the famous White Ships. His estates in western and southern Dve-en-Ernil (near Spatlin and Harast, respectively) produce a healthy portion of the region's finer grapes.

CQ2. ALDAMIR'S HOUSE.
This sprawling three-story structure has a dozen balconies. It is the residence of Aldamir, the younger son of the Spire Ammerr. Although unmarried, Aldamir is in love with the centering Tansorel (CL3).

CQ3. HOUSE OF THE SHIRING MIST.
Once an observatory, this ancient six-story structure is now the home of the warrior Camlin, the (18th 14) Warden of the Castle. His wife, Ouled is an (10th 14) Ammerr.

CQ4. HOUSE OF HALDMOR.
The residence of Haldmor, the Warden of Castle Ammerr, is a two-story structure in the southernmost Belfalas.

CQ5. HOUSE OF ANKOR.
Ankle, the Lord of Roundshire in eastern Belfalas, keeps this spacious, four-story home as a second residence.

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SOUTHERN GONDOR:TM THE LAND

"Where are we, Gandalf?" he asked.

"In the realm of Gondor," the wizard answered...

"Pippin became drowsy again and paid little attention to Gandalf telling him of the customs of Gondor, and how the Lord of the City had beacons built on the tops of outlying hills along both borders of the great range, and maintained posts at these points where fresh horses were always in readiness to bear his errand-riders to Rohan in the North, or Belfalas in the South."

—The Return of the King*

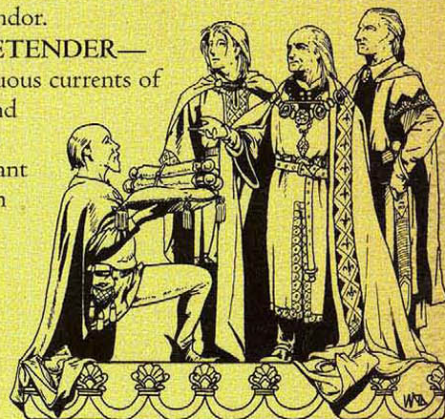
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 - Gobel Tolfalas, seat of the fief's royal warden.
 - Jant Harnen, engineering marvel that spans a vast river valley.
 - Men Dirnen, a caravan route dating from the Second Age.
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